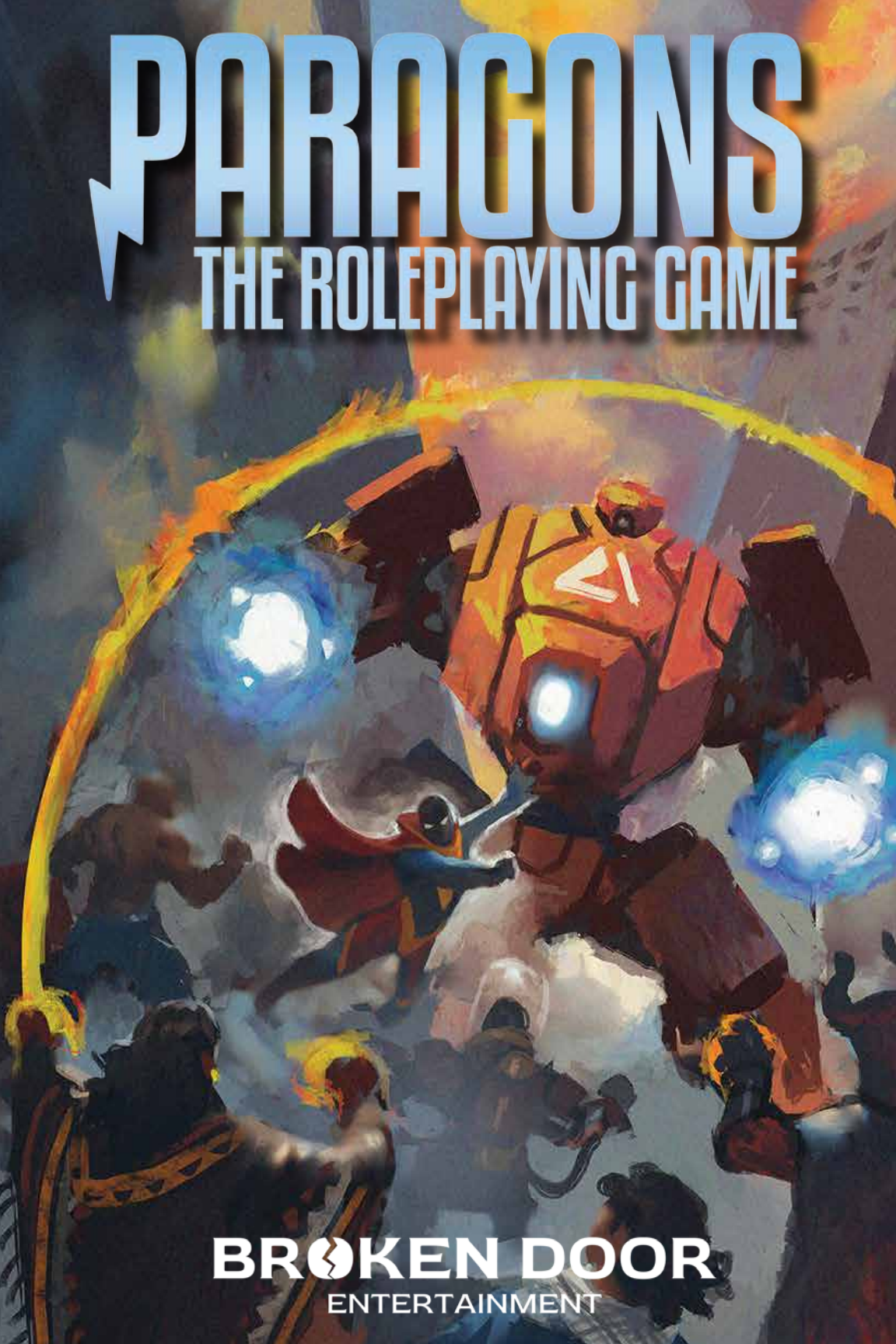
PARAGONS

THE ROLEPLAYING GAME



BROKEN DOOR
ENTERTAINMENT

BROKEN DOOR

ENTERTAINMENT

Paragons: The Roleplaying Game

Copyright ©2024 Joshua M. Simons, Broken Door Entertainment LLC.

All rights reserved

Published by Broken Door Entertainment, LLC

108 W Schick Rd #636 Bloomingdale, IL 60108

www.brokendoor.shop

ISBN 979-8-218-60059-4

Printed in China

WHY PARAGONS? A FOREWORD

I have always been drawn to stories about superheroes. Something about the way they remain poised and confident even in the face of insurmountable odds speaks to me—to my inner child. In 2018, while working one of those office desk jobs that eats away at your soul until there's nothing left I was finally able to place my finger on why: Those characters are meant to be inspiring. To instill in us the hope that we can overcome the odds and stand up for what is right.

In particular, what I love about animated superhero movies and shows is that they're intended to pass on that hope and that inspiration to the younger generation. To tell kids, regardless of their situation, that there is good in the world and it's worth fighting for. Paragons: The Roleplaying Game was born out of my love for those shows, because I turn to them in my lowest moments. They help me find the will to go on and be the good in the world.

There are some great supers games out there and I always hoped to find a game that scratched the same itch as those shows I grew up with, but I never did. So I resolved to make it myself. Making this game was a labor of love and my hope is that when you play it, you feel that joy and excitement I find in superhero media and that it inspires you to leave this world slightly better than you found it.

-Joshua M. Simons

CREDITS

Design, Development, and Writing:

Joshua M. Simons

Additional Writing:

Austin Taylor, Eugenio Vargas, Kris Strader, and Vee Mus'e

Additional Game Design:

Austin Taylor and Taylor Navarro

Editing:

Taylor Navarro

Production:

Joshua M. Simons

Cover Illustration:

Genel Jumalon

Internal Art:

Artcher Artwork (Jan B.), Claudio Pozas, Dakota Curry, Jenny Tan, Madelezabeth Arts, Polluxery, and Samara Ligia

Art Direction:

Vee Mus'e

Layout Design:

Samantha Vondrum

Cultural Consultants:

Emma Yasui, Kris Strader, Richard E. Averbeck (professor emeritus of Old Testament and Semitic Languages, Trinity Evangelical Divinity School)

Accessibility Consultants:

Raina Harper - DOTS RPG Project

Our consultants lent their expertise to this project, but are not responsible for any shortcomings in the final product.

Character Sheet Design:

Travis Howell of Creative Grenade

Broken Door Entertainment Design:

Travis Howell of Creative Grenade

Paragons Design:

Meredith Gerber

Playtesters:

Andrew Wang (Rakolai), Blizzb3ar, Dax, Derek Sword, DropTheDie, Dylan H. Ford, Eva Serrate, Jabren Barclift, James Qian, John "OnlyPlayWizards" Bultena, Jorge Martinez, Lissa “Selinye” Boyer, Madelyn Collins, MaverickToo, Mitch Dee, Sachiko Morita, Sam Seum, Shannon McCormick, Simriya Sandhu, Stryk Redkite, and Thaddeus K.

Director Tier Kickstarter Backers (Contributed Characters):

Chris Cinneas, Jay / Neofett3, Jonathan Alfred / zero90909, Jonathan Serna, Joshua Alfred / Brownsound, Martin Kreutz, Phil Titean, Thomas Wagner, and Zachary Vaudo

Special Thanks

To my wife, Atheena. Thank you for listening to me ramble about superheroes and dice mechanics for too many hours. - Josh

To our Kickstarter backers who made it possible to bring Paragons: The Roleplaying Game to life. We couldn’t have done this without you!

CONTENTS

THE WORLD OF PARAGONS 8

Alternate Universes 9

Paragons and History 9

The Modern World of Paragons 10

Organizations 10

Heroes 14

Villains 16

Locations 18

BASICS OF THE GAME 22

What is a Tabletop Roleplaying Game? 22

Episodes 22

Session Zeroes 24

Dice Pools 25

Damage 28

Cool Points 29

Story Points 30

Characters 30

Movement 33

CREATING CHARACTERS 37

Concept 38

Choosing Stats 39

Archetypes 42

Acrobat 44

Brawler 46

Commander 48

Defender 50

Facilitator 52
Hunter 54
Strategist 56
Striker 58
Abilities 60
Moves 77
Gear 80
Advancement 81
PLAYING THE GAME 82
Assembling Your Dice Pool 82
Making Rolls 83
Episodes and Scenes 85
Action Scenes 86
Character Scenes 88
Montage Scenes 91
Cool Points 95
Movement and Range 96
GM Principles 99
RUNNING THE GAME 99
GM Toolkit 105
APPENDIX A: NPCS 113
Antagonists 114
Creatures 118
Heros 120
Villains 125
APPENDIX B: UNIQUE GEAR 129

1 THE WORLD OF PARAGONS

Since humanity's first days, there have been people with unique abilities. These paragons and their powers have their places in history and mythology: Solomon's wisdom, Kintarō's bravery and strength, Gilgamesh's force of presence and power. Speculation over the source of their abilities ranges from divine gifts to dark pacts with nefarious powers to accidents of fate. The legacies of these powered individuals are equally as varied: some chose to stand out and lead nations, their abilities making them attractive leaders and champions, while others lived out their lives in relative obscurity, only using their powers in secret. Constant among all paragons, however, is the potential to single-handedly change the course of history, for better or worse.

SIDEBAR: PARAGON, *PARAGONS*, AND PARAGONS EXPLAINED

Welcome to the world of Paragons! To get you started, here is a breakdown of the three different types of "Paragon" and what they mean throughout the book.

Paragons: Whenever Paragons (capital P, plural, italics) appears, we are talking about the game system and its world.

"Welcome to the world of *Paragons*."

paragon(s): paragon/paragons (lower case p, plural or singular) refers to the player characters, not including the Game Master (GM). In some instances it may refer to powered individuals within the setting.

"A paragon's ability to get around the battlefield is called Movement."

"The Alliance is filled with paragons wielding many different abilities."

Paragon: Paragon (capital P, singular) is the most powerful superhero of this generation and a non-player character (NPC) controlled by the GM. For more information, see the "Heroes" section.

Alternate Universes

The world of *Paragons* is much like our own in many ways: It is a world filled with everyday people who work ordinary jobs and live ordinary lives. This provides the backdrop for the stories of superhuman heroes and villains portrayed in this game, and it's important to highlight the uniqueness of the characters alongside the mundane elements of the world they inhabit because that is what makes the characters truly exceptional.

Your *Paragons* story can take place on Earth in an alternate timeline or on a planet of your own design. The setting and NPCs presented in this chapter are suggestions to populate the world and give it life, but they are not set in stone. If you choose to play in your own setting, feel free to modify the following setting information to fit your world.

Paragons and History

The influence of paragons on human history has waxed and waned over the centuries. The ancient world was rife with powered individuals, as seen in the ancient myths and folklore from many cultures around the world. These ancient paragons left their marks on civilization in a time when the concept of civilization itself was still new and malleable. As time progressed, however, paragons played smaller and smaller roles in human development, giving way to the marvels of science and technology. Whether there were fewer paragons in the world, or more of them simply chose to live lives of obscurity, is unknown. It wasn't until the late 1940s, after the Second World War ended, that Paragons began to reenter the public eye in large numbers. In the last 80 years there has been an explosion of individuals with unusual abilities and, unlike their forebears, many are choosing to be very public with their powers.

The Modern World of Paragons

The world of *Paragons* today looks quite similar to our own in many ways: technology has progressed to approximately the same level, major historical events still occurred (sometimes with the addition of paragons in the mix), and non-powered people still live and love and die just like us. While most are aware of Paragons, there are only a few hundred active paragons in the world, meaning that the average person only sees them on the news or in parades. They are ubiquitous in the way movie stars and politicians are: a constant fixture but separate from daily personal life. Some people might have closer relationships with paragons, though many don't realize it as most powered individuals choose to employ secret identities.

Organizations

Below are descriptions of some organizations and factions that the paragons' presence has given rise to. This list is not exhaustive; paragons of all types exist everywhere, so a *Paragons* story can be just as successfully set in rural Nebraska with a paragon not listed here as in New York City and featuring Fearless Girl as a central nonplayer character.

The Alliance

The Alliance was originally founded as a top secret division of the allied forces in World War 2. A small group of paragons agreed to work under the command of military commanders from several nations to end the war as quickly as possible. To this day, while most people know the organization played an important role in ending WWII, The Alliance's specific activities that lead to V Day are not known to the general public.

After the war, The Alliance languished; while heads of state argued over the organization's peacetime role and chain of command, the paragons were relegated to minor missions and petty spying operations, sometimes aimed at their own allies. It quickly became clear that without a global conflict identifying an enemy everyone could unite against, governments could not be trusted to make responsible use of the paragons and their incredible gifts. Unwilling to bow to the petty, selfish, and often corrupt motivations of world leaders, the paragons of The Alliance declared

themselves independent of any and all nations and began their own efforts at crime fighting and peacekeeping. These efforts continued to win the general public's favor despite various governments' concerns about losing control over such powerful individuals, and the organization thrived and expanded, welcoming new paragons from around the world into the fold.

Today, The Alliance is an enormous, global organization with thousands of member paragons and offices in dozens of major cities including New York City, Atlanta, Chicago, London, Dubai, Hong Kong, Nairobi, and more. Its activities span beyond those cities however, and its members may be assigned to deal with problems anywhere on Earth.

Run by an ever-changing committee of paragons elected by the members with strict term limits, The Alliance has managed, against all odds, to remain an unequivocal force for good in the world. That isn't to say every member is completely above reproach, but the organization as a whole has remained dedicated to fighting evil without succumbing to it.

Using The Alliance

Any or all of the paragons in your story can be members of The Alliance if they choose. For most members, The Alliance functions as a job board, a central place for paragons to get information on active villains, natural disasters, and other situations where their abilities can be put to good use. Remember: The Alliance and its leadership are genuinely dedicated to doing good in the world, and their resources and mission goals should reflect that.

The Alliance's resources are not unlimited, however. Less powerful, less established, and/or less famous paragons may not have access to everything The Alliance has to offer and need to rely on themselves and their own support networks to fill in the gaps.

Sidebar: *Paragons* in Space!

Superhero stories often involve visitors from outer space, and your *Paragons* game can too. Corylon, detailed below, is one of many planets in the universe that can play a part in your story. Travel to those other planets may be impossible for your group of heroes, but there's no reason the aliens can't come to you as allies, antagonists, or interesting complications.

The Alliance Academy

With several locations around the world, The Alliance Academy offers a two-year training course for students who wish to become paragons. The flagship campus is located outside Chicago. Veteran Alliance members often teach at the academy once they hang up their capes, and some active paragons assist as guest lecturers and substitute teachers when their schedule permits. The academy curriculum constantly changes to prepare students for the challenges they will face as paragons after graduating.

Using The Academy

As a key resource for training paragons, The Alliance Academy is a great location for games featuring young paragons developing their powers. It can also serve as the target of a villain's plot or a good way to introduce additional characters from the world. The Alliance Academy and its teachers are genuinely committed to raising the next generation of paragons and teaching them well, but that doesn't mean it couldn't be infiltrated by a villain or spy. In fact, as the primary source of training for aspiring heroes, it makes for a likely target of many evil plots.

Operation: Gravedigger

Originally founded by a coalition of villains following The Alliance's move to become an independent organization, Operation: Gravedigger's mission is to undermine the public's trust in the superhuman community. The group's members include a dozen or so members who are all focused on their shared goal.

While their methods vary, the leaders of Operation: Gravedigger target key members of the superhuman community with assassination attempts and seek to force them into unwinnable scenarios, causing heroes to ultimately fail and lose the public's trust. Their current target is Paragon due to his pristine public image and great power. They have successfully killed or publicly shamed nearly 40 paragons since being founded in the 1950s.

The Arcane Wardens

The Arcane Wardens defend Earth from extradimensional threats and supernatural forces. For centuries they operated as a secret society, but, with the rise of technology over the past few decades it has been harder to stay in the shadows. Still they remain secretive: the location of their temple is closely guarded, as it is filled with dangerous and powerful artifacts that cannot fall into the wrong hands. While very few members of the Wardens operate in the public eye, they do occasionally cooperate with The Alliance when dealing with otherworldly and arcane threats.

V.I.P.E.R.

Founded by Marcus Morel (a.k.a. Mycelial Man) in the late 1980s in Atlanta, Georgia, the Villainous Institute for Planning, Executing, and Reaping (V.I.P.E.R.) has never been party to a crime. Technically. Instead, V.I.P.E.R. offers consulting services for a wide variety of villainous organizations and individuals, providing contacts, media connections, strategy consulting, and more. Business at V.I.P.E.R. is *extremely* regulated to ensure none of the company's consultations cross the legal line. Employees are strictly forbidden from accepting bribes, gifts, or kickbacks, consultations always begin with a signed affidavit attesting to the fact that anything discussed during the meeting is purely hypothetical, and any connections the organization facilitates amongst its clients consist of a concise introductory email, after which V.I.P.E.R. removes itself entirely from future communications.

V.I.P.E.R. HQ (headquarters) remains in Atlanta. Satellite offices have opened in particularly villain-rich metropolitan areas (Washington DC, Paris, Tokyo), though expansion has been slow as younger villains are eschewing the traditional paths to power and recognition and making their own ways. Ironically, the proliferation of social media in general, and it's darker, bot-filled side in particular, can be traced back to a handful of consultants within V.I.P.E.R. in the early 1990s—it is this very technology that has empowered younger villains to begin rendering V.I.P.E.R. obsolete. As with any good villain, however, V.I.P.E.R. has no intention of going down without a fight.

Project Breakdown

Despite its outward dedication to 100% legal consultations, V.I.P.E.R. does have a few secret operations that bend or break certain laws. The biggest of these secrets is Project Breakdown, the organization's program that controls the public transit system of every major city in the United States. From New York's MTA to LA's Metro to Dallas's DART, not a train or bus leaves the station that V.I.P.E.R. hasn't influenced in some way. The Institute has infiltrated every level of public transportation administration and implementation, from the conductors and drivers to the policy makers who set the budgets. Despite decades of budget manipulations and more service delays than can be believed, Project Breakdown has remained a secret known only to a very small number of V.I.P.E.R. executives.

Heroes

These heroes exist in the world of *Paragons* for you to use in your own games as inspirational or adversarial figures for your paragons.

Paragon

Paragon is the most powerful hero of this generation who became a household name after defeating Callahan, a high profile villain, live on TV during Callahan's attempt to rob several Federal Reserve locations at once. During the heist, a news reporter described him as a paragon of bravery and strength, and Paragon took the name for himself, prompting aspiring heroes all around the world to begin referring to themselves as paragons too. Paragon's superior strength, speed, and ability to fly allowed him to stop the heist in all three locations single-handedly. His powers even drew the attention of the U.S. Government, although he declined to work with them.

Paragon is a force for good both in and out of costume. He believes his powers are best used serving the people that helped shape him and is active in his community. Many speculate the President has his number in case of a National Emergency.

Home Base: Atlanta, USA

Secret Identity: Walter Watson

Affiliation: Unaffiliated

Fearless

Inspired by a galvanizing 21st century addition to the Charging Bull statue on Wall Street, Fearless combines impervious skin and super speed with a fierce anti-capitalist philosophy to strike fear into the hearts of white collar criminals across the Big Apple. She made her hero debut by stopping a group of investment bankers who colluded to steal millions of dollars from working families in New York and continues to protect the interests of working class families every day.

Home Base: New York City, USA

Secret Identity: Kristina Vispal

Affiliation: The Alliance (Member)

The Wire

Funded by their inherited wealth, The Wire developed a highly advanced suit of armor which uses a proprietary metal cable that can be molded into different shapes using microcurrents. The Wire uses this cable to swing from buildings, create shields and weapons, and restrain villains. They also control several tactical surveillance drones from their suit to monitor criminal activity in the city. Companies have tried to buy The Wire's technology but it is a closely guarded secret. The Wire is secretive in general, preferring to avoid the public eye and work alone whenever possible.

Home Base: Dubai, UAE

Secret Identity: Ali Varghese

Affiliation: None Known

Villains

These villains exist in the world of *Paragons* for you to use in your own games as antagonists in your story or key figures in other stories that your paragons may hear about.

The Glitch

The Glitch leads a burgeoning superpowered criminal organization in New York City known as the Twilight Triad using his heightened intelligence and technology-manipulation powers to hack into security databases and delete evidence of their operations. They are rumored to have dealings in

drug smuggling, gun running, and even the acquisition and trade of alien technology, but The Glitch's true plan is to gain access to government networks and manipulate them to sell state secrets to the highest bidder. He hasn't built a reputation among the superhuman community by design, allowing him to move in secret and lead The Twilight Triad from the shadows.

Home Base: New York City, USA

Secret Identity: Harold Copper

Affiliation: The Twilight Triad (Leader)

Mycelial Man

A childhood friend of Walter Watson (a.k.a. Paragon), Marcus's villain origin story is a familiar one: ignored by all in favor of his friend with the flashy super powers, Marcus grew resentful toward a society that glorifies these so-called "heroes". He followed every rule, obeyed every law, and yet people like Paragon, who broke rules all the time, were lauded as titans of justice. Thus V.I.P.E.R. was born out of spite.He not only consults and advises superhuman villains, he is one himself. Marcus's alter ego, Mycelial Man, has a connection to a vast global mycelial network that allows him to spy on just about anyone and anything at any time. Marcus uses his abilities sparingly and only for the benefit of V.I.P.E.R., and even then, he does so without any of his employees having any idea he is anything more than a well connected information broker.

Home Base: Atlanta, USA

Secret Identity: Marcus Morel

Affiliation: V.I.P.E.R. (Founder and CEO)

Dappled Drummer

The Dappled Drummer takes his inspiration (some say steals) from the legend of the Pied Piper of Hamelin. A mediocre musician in his early adulthood, the Drummer was turned away from nearly every professional and amateur orchestra on the British Isles, and now uses his hypnotic powers for revenge. Beating a tattoo on his bodhran, the Drummer is able to mesmerize and control all those within earshot. He is most likely to strike at concerts and recitals, forcing the musicians present into grotesque mockeries of back up bands to accompany his subpar percussion. Notably, he went toe-to-toe with Paragon during a brief visit

to the UK and managed to evade capture three times before eventually being apprehended. The charges against him didn't stick however as making bad music isn't illegal, just frowned upon.

Home Base: Manchester, UK

Secret Identity: Peter Hawker

Affiliation: None

Locations

The following entries detail interesting and unique locations in the world that you can use in your *Paragons* story.

The Crucible

The genesis of paragon abilities in people has always been a mysterious process. Most paragons attribute their powers to a very specific, often very personal moment in their lives: falling into toxic waste, being stung by a radioactive scorpion, making a pact with a power from beyond the stars, etc. These moments are often so specific or the result of a long string of coincidences and serendipitous happenings that cannot be recreated. Very few paragons can trace their abilities to the same source as another.

According to legend, the Crucible is the exception to the rule. Stories of the Crucible, many of which are said to predate written history, all tell of a place that can bestow powers upon individuals without powers. Almost nothing beyond this tidbit is known about the mysterious site—even its location is secret—yet many paragon historians believe in the Crucible's existence. There are too many similarities among stories from vastly different historical eras and geographic locations for the Crucible to be a fabrication.

What the Stories Say

Despite the enormous variations among myths, legends, and historical documents, there are some features of the Crucible that appear somewhat consistently. Nearly every story paints the Crucible and the events there as dark and dangerous, often bestowing powers upon the unworthy and unscrupulous. The Crucible is depicted as bestowing curses upon the Earth by empowering new paragons, and few of the recipients of its power beget stories of heroism and valor. Additionally, most stories indicate it is extremely difficult to access, requiring a perilous journey and

transformation process that ends with a confrontation with a Guardian of the Crucible that few survive.

What the Stories Don't Say

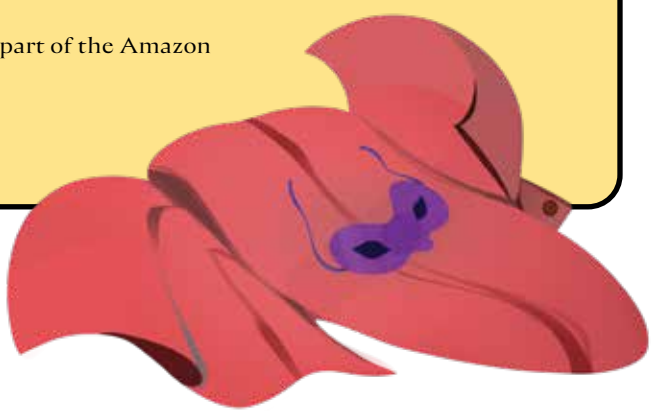
Very few stories about the Crucible can be found after the start of the Industrial Revolution in the western hemisphere, and by the time that era ends in the mid-19th century, the legends disappear entirely. Some scholars believe this is because the structure was destroyed or otherwise made inaccessible. Others, however, theorize that as society began to enter a more modern era of travel and communication, the Crucible adapted to protect itself and to remain hidden from the world.

If the Crucible does exist, and if it is still intact, it can represent an enormous threat to the world. If the wrong individuals (V.I.P.E.R., for example) find it and make use of its power, the delicate balance of heroes and villains in the world could quickly deteriorate, putting even more pressure on an extremely busy paragon community.

Sidebar: Where Is the Crucible?

Anywhere you want it to be! The exact location of the Crucible only matters as much as you need it to matter for your story. If it is meant to serve as an off-screen threat, you may never need to reveal its location. If your paragons are determined to end the threat of the Crucible, its location can play a major role in how difficult a road the heroes will have to walk. Generally, The Crucible should be somewhere hidden and hard to reach where the environment and landscape itself is difficult to traverse, even for paragons. A few possible locations are listed below, but feel free to place it anywhere that suits you.

- Deep beneath the sands in a remote part of the Sahara Desert.
- In the darkest, thickest part of the Amazon rainforest.
- In a cave at the top of Mount Everest.



Revelation Crater

In the early 1970s, a meteor crashed into the ice in Antarctica, leaving behind a massive crater more than a mile wide. All that remains of the meteor is a dense stone of unusual chemical composition. The stone's properties interfere with magnetic fields around it, causing some scientists to believe it was sent by an alien civilization either as a warning or a threat. The interference functions like an EMP, rendering electronics inert inside the crater itself. The UN has set up a remote research site near the crater since it is not possible to safely move it. At night, the crater is reported to glow and some researchers claim they can hear alien voices coming from it.

What the Stories Say

While the existence of Revelation Crater is a well documented fact, the source of the meteor is unknown. The minerals present in the meteor are foreign to Earth and interact in unusual ways with our technology and even our heroes. After failing to recover the remnants of the meteor, the UN sent a team of paragons to collect samples for study. Those paragons reported seeing and hearing hallucinations and temporarily lost their abilities while inside the crater. The UN quickly locked down access to the site because the existence of a substance that could negate a paragon's abilities presents a great risk to society as we know it.

What the Stories Don't Say

The meteor's properties do not impact the powers of paragons who practice arcane magic. After confirming this fact, The Arcane Wardens promptly left the site and refused to step foot in it again. They believe that Revelation Crater contains a powerful spell connecting a world filled with powerful eldritch creatures to ours, and if it were activated, humanity would be overrun.

Corylon

Located in the Sculptor Galaxy (NGC 253), Corylon is the homeworld of the Corylian Federation, a collection of planets committed to sharing resources and information for the betterment of all. Corylon is known for its vast mineral resources, including a rare metal known as Corylium that has been essential to the Federation developing cutting edge scientific equipment. Since Corylium cannot be found in many other places, other

spacefaring factions often seek to obtain it by trade or by force.They regularly skirmish with The Surge.

The Surge

The Surge are a species of self-replicating hivemind robots. After consuming the civilization that created them and stripping their home planet of resources, they took to the stars in search of new resources to plunder. The Surge uses Corylium for advanced electromagnetic weapons, which allow them to overload a target ship or settlement's power grid at range, before moving in to drain the power reserves and strip any valuable resources.

2 BASICS OF THE GAME

Paragons is a tabletop roleplaying game (see "What is a Tabletop Roleplaying Game?" below) where a group of 1-6 players each create and play as a super-powered character, referred to as a paragon, under the guidance of a Game Master (GM) as they collaborate to overcome obstacles, fight villains, and tell a story together. The GM serves as a narrator and guide throughout this experience by creating the challenges the characters will face and then helping the players navigate them.

What is a Tabletop Roleplaying Game?

Simply put, a tabletop roleplaying game (TTRPG) is a game that encourages cooperation and creativity as players and the GM work together to tell a story. The rules of the game provide a framework for you to adjudicate what happens and to keep the story moving. While many TTRPGs are intended to be played with a group of friends around the table, Paragons can also be played with just two players: one with a character and one as the GM (For more information, see the "Running the Game" chapter.).

Episodes

One session (the period of time your group plays the game) of *Paragons* is referred to as an episode, because the analogy of a TV series is great for

explaining how *Paragons* works! In a single episode of both *Paragons* and your favorite superhero show, there is often a plot or through line that the characters follow, which can sometimes be connected to an overarching plot across a series of episodes or even an entire show's run. There can also be one-off episodes unconnected to the main plot.

Whether your game is a single episode or a series of interconnected episodes, it's helpful to remember the pacing of an episode of television when thinking about how to structure a tabletop game session. While many of the rules and abilities in the game focus on fighting, a powerful action sequence needs narrative setup, dramatic reveals, and character conflict to make that fight meaningful. An ideal episode spends more time outside of action scenes so the players can explore the characters' motivations, relationships with one another, and the struggles they face both individually and as a group. Physical fights are only one type of conflict in this game—explore clever ways to use your abilities and talents in social encounters and character scenes.

Scenes

Each episode contains a number of scenes determined by the GM. There are three main types of scenes: action scenes, character scenes, and montage scenes. For more details about scenes, refer to the "Episodes and Scenes" in Chapter 4: Playing the Game.

Action Scenes

In an action scene, paragons face off against opponents on the battlefield in an effort to stop villains, save civilians, or accomplish other objectives. Unlike in other scenes, paragons and nonplayer characters (NPCs, often controlled by the GM) take turns to act, with all the members on one team taking their turn before the other team goes. Once everyone in the scene has acted, roughly 10 seconds has passed.

On your turn in an action scene you can use your Movement, speak, and use a move. Your move can be anything, but you just get one. Usually, that would include making an attack or using an ability, but you can get creative too! An extensive list of moves can be found in Chapter 3: Creating Characters".

Character Scenes

In character scenes, the paragons' individual and collective stories take the forefront. Most move rolls made during a character scene are to

accomplish a specific task: to convince or intimidate another character, make a move during a conversation, or to determine someone's true intentions. These are great scenes for roleplaying conversations, internal monologues, and narrating how characters interact with their surroundings.

Montage Scenes

Montages are the perfect opportunity to fast forward through a period of time without playing through everything. Whether it's a few hours of busy work or a few days of downtime, you can montage through the key moments bogging down the game. During a montage, give each character a moment in the spotlight to share what one or two goals they want to accomplish during this time and have them make a move roll to determine how successful each endeavor is.

Session Zeroes

Having a first session together to make their characters and set expectations for the game can lead to a better experience for everyone at the table. This is also a great time to talk about topics that players might feel uncomfortable about including in the game.

Safety at the Table

Just like every episode of television and every movie has a rating to let audiences know what content to expect, it is best practice for a group to discuss what types of content they want in their game. Topics worth discussing as a group playing *Paragons* include:

- Sexual and romantic content
- Depictions of violence (including domestic violence)
- Horror themes (i.e. gore, spiders, etc.)
- Real world analogues (i.e. politics, religion, war, etc.)
- Harm to animals, children and/or the elderly
- Phobias
- Mental and physical Illnesses
- Player character death, death of other characters, "player versus player" (pvp) conflict and betrayal

It may be helpful to rate each of these categories—along with any other specific topics are important to your players—with your group from the following options:

- G - General Audiences
- PG - Parental Guidance Suggested
- PG-13 - Parents Strongly Cautioned
- R - Restricted
- NC-17 - Adults Only
- N/A - Content Not Included

While you can use any set of safety tools you like, we recommend the Deck of Player Safety. You can either purchase a physical deck or use the freely available digital deck from www.deckofplayersafety.com.

Dice Pools

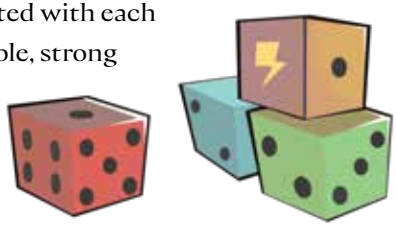
Any time you want to do something where the outcome is uncertain, the success of your move is determined by rolling one or more six-sided dice (d6s). When you roll a d6, a result of 5 is considered a success, meaning your character succeeds in what they were trying to do. If a die result is a 6, this is a "critical" and counts as two successes.

Successes are cumulative. If you roll more than one die and have multiple results of 5 or 6, you add the number of successes together. The more successes you have, the better—your move succeeds with style and results in other potentially helpful side effects. Any roll that has no successes (i.e. where the highest die result is a 4 or lower) is a failure.

To make a roll, you assemble a pool of dice from several sources: stat dice, ability or talent dice, gear dice, and circumstance dice.

Stat Dice

Your character has 5 statistics or "stats": Physique, Finesse, Stamina, Acuity, and Presence (for more information see "Stats" below). All paragons and NPCs have a number associated with each stat that reflects their capability. For example, strong characters have a high Physique stat, whereas smart characters have a high Acuity stat. The GM decides what stat is the starting point for your dice pool



depending on the type of roll or move you are making. Your dice pool begins with a number of d6s equal to your stat in the associated area.

Ability and Talent Dice

Some abilities and talents your character has add dice to your dice pool when you make a move using them.

Gear Dice

Having the right gear for the job makes it a lot easier to succeed. Improvised gear adds 1d6 to your dice pool, and gear designed for the task at hand adds 2d6. In some scenarios, especially powerful gear suited for the job adds 3d6 to your dice pool.

Circumstance Dice

Any circumstantial benefits or detriments are reflected in the circumstance dice, such as if an enemy is distracted, making them less alert, or if an ambush you laid is working to surprise your opponent. Unlike other dice pool sources, circumstances can remove dice from your dice pool (however your dice pool can never be lower than 1 die). The GM decides if any circumstance dice are added or removed from your pool when they call for the roll—it is never more than 2d6.

Opposed Rolls

In some cases, your GM might call for an opposed roll, where both you and an opponent roll at the same time. For example, if two characters are arm wrestling, they would make opposed Physique checks. In this scenario, whoever has more successes wins. In the event of a tie, the character being targeted wins, or the struggle can continue and both characters can roll again.

On a failure, your move doesn't go as intended. The player and GM can work together to narrate how that plays out.

Types of Rolls

There are four main types of dice rolls you make in *Paragons:* move rolls, resist rolls, team rolls, and attack rolls.

Move Rolls

Any time a character wants to do something and the outcome is uncertain, the GM calls for a move roll. In most cases, you only need

one success for your move to happen. If no successes are rolled, the move fails. On a failed move, the result is never "nothing happens". There must be some consequence, however minor, such as alerting an enemy to their presence or breaking a piece of gear. The exact nature of additional benefits or consequences is decided by the GM, but players are encouraged to make suggestions and embrace failure as part of the story.

Resist Rolls

In some instances, you must make a resist roll to counter an attack or effect. This is just like making a move roll, with one crucial difference: If you fail the roll, you can spend a point from your Resist score to succeed instead.

A resist roll is usually prompted by an ability, although the GM may decide a resist roll is necessary in other scenarios, such as when a character holds their breath for a long time or endures the impact of a falling building. In these instances, if you fail the roll, your paragon suffers some negative effect the same as with a move roll.

Team Rolls

In some scenarios, a team of paragons needs to all act together. At times like this, the GM calls for every character on the team to make the same roll. The most common example of this is at the start of an action scene, when every character needs to make a Physique roll to determine which team acts first.

Attack Rolls

Attack rolls are, simply, a move roll to hurt an opponent. Like any other move roll, all you need is a single success to hit your opponent. Additional successes on an attack roll mean you deal additional damage.

Death Rolls

A (hopefully) rare roll, death rolls are required on a character's turn or immediately after taking damage while in the **DYING** state. Unlike other rolls, a death roll only uses the Stamina stat. No other dice are added to the dice pool. On a failure, the character dies. On a success, the character remains in the **DYING** state.

Damage

When you make an attack roll in an action scene, each success represents one damage dealt to your opponent. Similarly, when an opponent attacks you, you take damage equal to the number of successes rolled against you. You can choose to take damage to either your Will or Resist score.

Will

Will is a reflection of your character's mental and physical ability to stay in the fight. When you take damage to your Will you have been hurt. If your Will is ever reduced to 0, you are **knocked out** of the fight. If you take another hit after that, it could be fatal.

The most common way to regain Will is by taking a break. A break (usually about an hour) lets you regain Will equal to your character's level once per day. Your character is restored to full Will after getting a full night's rest. Some characters are able to restore Will using abilities or talents.

Resist Score

Your Resist score is a reflection of your character's ability to resist or avoid incoming attacks and damaging effects, either by gritting through it or dodging the worst of a blow. When you take damage to your Resist score, you are not injured, but you can only resist so much before you get hurt. If your Resist score is ever reduced to 0, you are vulnerable to attacks and effects that might hurt you.

Any time you are attacked, and your opponent rolls a number of successes to hit you, you can spend points from your Resist score to mitigate those successes. Each point you spend reduces the number of successes against you by one. There is no limit to how many Resist points you can spend at one time, provided you have that many points in your pool.

You regain Resist points by taking a break. A break lets you regain a number of Resist points equal to your character's level once per day. Your character fully regains their Resist score after getting a full night's rest.

Sometimes, a character might need to resist a specific type of attack or temptation (such as Stamina when resisting the effects of a poison or Presence when resisting mind control powers). In this case, you make a roll using that stat. On a success, the effect fails. However, if you do not roll any successes, you can spend Resist points instead to resist the effect.

Damage "Types"

In Paragons, all damage is the same no matter the source. While some abilities like Elemental Control or Material Control might ask you to choose an element or damage type, the only mechanical impact it has is to determine whether someone else can take the damage for you (ie. a physical attack vs. a psychic attack).

Called Shots

If you "call a shot" in an attempt to strike your opponent in a specific spot (e.g. their leg), or want to accomplish an additional effect with an attack (e.g. disarm your target), the desired result only occurs if your attack deals damage to the target's Will. If the target of the attack spends enough Resist points to negate the damage, any additional benefits from a called shot are also resisted.

Cool Points

Cool Points represent that certain something that sets the paragons apart from normal people in the world. You can use Cool Points in one of three ways:

- Spend 1 Cool Point to automatically gain 1 success when you aren't satisfied with the result of a roll. When you do this, the GM gains 1 Story Point to use at their discretion.
- Spend 1 Cool Point to initiate a Flashback, which allows you to go back in time to prepare for the current scene in some way.
- You can spend your last Cool Point during an action scene to Dig Deep, allowing you to regain 1 Will and 1 Resist.

You get a number of Cool Points equal to your character's level + your Presence stat per episode, and can spend as many Cool Points as

you want at one time. They are a limited resource and do not carry over between episodes. Try to use them all before the episode ends!

The GM can award additional Cool Points for things like exceptional roleplay or a particularly clever or successful move.

Story Points

The GM has a pool called Story Points. The pool starts with 1 point per paragon and increases by 1 any time a player uses a Cool Point to add a success to a dice roll. The pool resets at the start of a new episode.

Story Points are a tool the GM can use to increase the stakes of the narrative or introduce a new plot device to help move the story along. They can be used in one of three ways:

- Spend 1 Story Point to add 1 success to a roll.
- Spend 2 Story Points to introduce a consequence from a previous scene in the episode, such as an escaped villain returning, or a civilian who was treated poorly revealing themselves as the villain.
- Spend 3 Story Points to add a complication to the narrative, such as introducing a new villain to the scene, the arrival of a villain's underlings, or a trap being sprung.

Characters

Every character brings something special to the table,. whether it's a specific set of skills, a unique outlook on life, or a certain *je ne sais quoi.* Essential information about your character is represented on a character sheet, including your stats, gear, talents and abilities. You'll find more information for how to make your character in the "Character Creation" section.

Your paragon moves through scenes using a combination of the abilities, talents, and moves available to them. Abilities are the unique powers your paragon has, such as flying, invisibility, or increased strength, while talents are specific skills your character has practiced and perfected based on their Archetype. Moves are standard for all characters, and present a list of options for things you can do on your turn in a scene.

Archetypes

Archetypes define how your character operates in the face of a threat, which means that two characters with similar abilities could feel like completely different characters because they use those abilities in different ways.

There are eight Archetypes:

Acrobat

Acrobats are highly skilled, with years of training under their belts. They combine fluid movements with trained precision to gracefully dodge out of harm's way until they see the perfect opening to strike.

Brawler

A tough fighter who gets up close and personal in a fight. Brawlers are scrappy and versatile, which makes for a well rounded combatant. They know when it comes down to the wire, the quickest way to end a fight is by overpowering their opponents.

Commander

Every team needs a leader, and Commanders are born to be the face of a cause. Their force of presence makes them powerful negotiators in social conflicts and they look out for their allies in a fight.

Defender

Often in the thickest part of any fight, Defenders specialize in taking a beating so others don't have to. They trust that by keeping the enemy's attention, their allies will be freed up to save the day.

Facilitator

It takes a special kind of person to look out for others. Facilitators make that their primary goal; they focus on giving their teammates an edge in battle, making the entire group more efficient in the process.

Hunter

Hunters rely on honed skill and instinct, choosing to use stealth, precision, and subterfuge to accomplish their goals. While not everything they do is strictly legal, they play a vital role on most teams.

Strategist

Strategists understand how things work, and they use it to their advantage. They outsmart their opponents and equip their allies for success, often leveraging advanced technology and improvised tactics in combat.

Striker

With a keen eye and concentrated energy, Strikers hit their enemies hard. They need to watch their backs in a fight, because sometimes their focused strikes leave them vulnerable to attacks from behind.

Stats

There are five statistics or "stats" that inform how capable a character is in various areas: Physique, Finesse, Stamina, Acuity, and Presence.The number associated with each stat represents the amount of dice added to your dice pool when rolling with that stat. For each stat, the standard human average is 2. Stats range from 1 (the lowest possible number) to 5 (for peak human performance), but some paragons can exceed these limitations if they have the right abilities.

Physique

Physique represents the strength and power of your body. It's an important stat for anyone who likes to get up close and personal in a fight. Use Physique to:

- Wrestle an opponent and throw them to the ground.
- Kick down a door or move an impossibly heavy object.
- Deal damage with melee attacks and some abilities.

Finesse

Finesse encompasses your agility, precision, and balance. It's an important stat for anyone who wants to be stealthy or deal damage at range. Use Finesse to:

- Use your fine motor skills and avoid unseen danger.
- Sneak through the shadows and strike precisely to surprise your opponent.
- Deal damage with ranged attacks and some abilities.

Stamina

Stamina is a reflection of your body's durability. It's an important stat for anyone who might find themselves taking hits or resisting toxins. Use Stamina to:

- Reduce incoming damage and last longer in a fight.
- Hold your breath or endure exposure to toxic materials.
- Increase your Will when you level up.

Acuity

Acuity represents your ability to problem solve, recall information, and understand things quickly. It's an important stat for anyone who might not use a weapon in a fight. Use Acuity to:

- Recall or research an important piece of information.
- Solve puzzles or perform complex activities.
- Deal damage with some abilities.

Presence

Presence is a reflection of how you carry yourself, your ability to take in your surroundings, and how others perceive you. It's an important stat for those who may prefer to intimidate or negotiate with a foe, rather than fight them. Use Presence to:

- Change someone's mind or influence their behavior.
- Assess a situation quickly.
- Deal damage with some abilities.

Movement

A character's ability to get around the battlefield is simply called Movement. Unless otherwise noted, a character has a Movement of 8. This is represented by eight hexes if you're using a gridded map during an action scene, and is loosely equivalent to 40 feet (or 5 feet per hex tile).

Some abilities can increase your Movement, increasing it to 16, 24, or even 32. Certain effects or moves limit a character's freedom to move and can reduce their Movement by half.

Range and Distance

Attacks and abilities in *Paragons* don't have a specific distance tied to them. Instead terms refer to a range of distances at which an ability or weapon could be used. While your Movement may change, an ability or weapon always works at a range of Movement 8 (ie. Close is always within 5 feet, Near is always 40 feet, etc.).

- **Close:** Anyone or anything within arm's reach, or in an adjacent space on a hex grid.
- **Near:** Anyone or anything you could reach with Movement 8 on one turn. Most attacks made with a thrown object would only be able to hit targets that are Near or closer.
- **Far:** Anyone or anything farther than you could move to in a single turn, but still in range for a long distance attack, such as a gunshot or other projectile (approximately 120 feet or 24 spaces on a hex grid).
- **Distant:** Anyone or anything you could reach with your Movement in more than three turns but still not beyond the horizon. The only attacks that can reach Distant targets require specialized gear or abilities (such as a sniper rifle or a drone).

3 CREATING CHARACTERS

Before creating your character, talk with your group and especially your GM about the type of game you want to play (usually this is done in a session zero alongside establishing safety tools). Will the game be gritty and dark or will it be light-hearted and fun? Do you want to play heroes who save the day or a group with mixed morals and goals? Discussing the type of game you want to play gives you a framework for understanding how your character fits into the world around them.

Here are five easy steps to create your Paragon:

1. Develop your concept
2. Choose your stats
3. Choose an Archetype
4. Choose your abilities and Archetype talents
5. Calculate other scores (Movement, Will, Resist, Cool Points).

You don't have to follow this order but do make sure you complete every step. Character sheets are freely available for download online at brokendoor.shop/paragons.

Concept

Your character concept is what makes your character unique in a world full of powerful heroes and villains. Other characters may have similar stories, but this one is uniquely yours.

There are three components to your concept that go on the character sheet: origin story, motive, and flaw. You can write as much or as little of your character concept as you want. The prompts in this section should help get you started with what's necessary to go on your sheet.

Sidebar: Building Pixie Sticks

To demonstrate what each step of the process might look like we will create a character together called Pixie Sticks (Secret Identity: Ana Oliveira).

Origin Story

Ana's parents prayed for a child for many years. Eventually, something answered their prayers but its otherworldly power left a mark on her. She doesn't know it yet, but Ana's fairy-themed powers come from the powerful fae being that granted her parents' wish.

Motive

Ana doesn't know the full extent of them or where they came from. She is on a journey of self discovery. She also desperately wants to make her parents proud (although she hasn't told them about her powers yet).

Flaw

Ana is a daredevil; she always has been. Whether it's pushing herself to land a challenging trick on her skateboard or testing the limits of her powers, Ana often doesn't recognize the dangerous situations she puts herself into until it's too late.

Origin Story

Your paragon's origin includes how they discovered their powers, their life as a child, and other formative events. Pick at least one of the following questions to answer for your origin, or create your own:

- What was a formative moment of your paragon's childhood? How did it impact their outlook on the world?
- How did your character discover their powers?
- Who was someone your paragon could have saved if they had their powers, but didn't?

- How has developing powers changed your character's life? Was it for the better?

Motive

Your character's motive is what drives them. Our characters have things they want to accomplish just like us, but not every action they take is in pursuit of their goals. Pick at least one of the following questions to answer for your motive, or create your own:

- What ideal or virtue does your paragon value most?
- What is a past mistake your character made they now seek to make amends for?
- Who is someone important to your paragon and how do they inspire them?
- How does it make your character feel when they help someone or use their powers for good?

Flaw

Your character's flaw makes them human: nobody is perfect, and paragons are no exception to that. Your paragon's flaw should be something players relate to and your GM can use against you to create narrative tension. Pick at least one of the following questions to answer for your flaw, or create your own:

- Who would your paragon become reckless for, endangering themselves and others to keep that person safe?
- How does your character handle strong emotions like fear or grief? Do they distance themselves from others, lash out, or take needless risks?
- How can one detail of your paragon's origin or motive be used to manipulate them?
- What is a secret your character doesn't want the world to know?

Choosing Stats

There are five stats that inform how capable a character is in each area: Physique, Finesse, Stamina, Acuity, and Presence. Here's a quick summary of what each stat represents.

Physique is a measure of the strength and power of your body. It's an

important stat for anyone who likes to get up close and personal in a fight. You can use Physique to hit hard and lift heavy objects.

Finesse encompasses your speed, precision, and balance. It's an important stat for anyone who wants to be stealthy or deal damage at range. You can use Finesse to make ranged attacks, avoid detection, and do anything involving fine motor skills.

Stamina is a reflection of your body's durability. It's an important stat for anyone who might find themselves taking hits or resisting toxins. You can use Stamina to increase your Will, to resist some sources of damage, and to accomplish feats like holding your breath for a long time.

Acuity represents your ability to problem solve, recall information, and understand things quickly. It's an important stat for anyone who might not use a weapon in a fight. You can use Acuity to recall key information, learn new information, and piece together clues to solve a puzzle.

Presence is a reflection of how you carry yourself, your ability to take in your surroundings, and how others perceive you. It's an important stat for those who may prefer to intimidate or negotiate with a foe, rather than fight them. You can use Presence to persuade, deceive, and manipulate others, as well as observe the world around you.

Distributing Stats

When creating your paragon, each of the five stats (Physique, Finesse, Stamina, Acuity and Presence) start with 1 point in them. You have 7 points to distribute between them to best represent your paragon's abilities, plus an additional 2 points granted by your Archetype. You cannot boost any of your stats above 6 unless you take an ability that increases your stat cap. Your stats should total across 14 after assigning stats and adding your Archetype bonus, unless you take an ability that increases a stat.

Archetype	Stat Boosts
Acrobat	+1 Finesse, +1 Presence
Defender	+1 Acuity, +1 Stamina
Facilitator	+1 Stamina, +1 Presence
Striker	+1 Physique, +1 Finesse

Consider your paragon's concept and their Archetype when distributing your stat points. For example, when creating an Acrobat make sure they

have the most points in Finesse, rather than in an unrelated stat like Physique.

Calculate Your Will

Your Will reflects both your physical health and your mental ability to keep going even after taking a beating.

To calculate your Will, add your character's level and your Stamina stat. If a chosen ability impacts your Stamina stat remember to adjust your Will before the episode starts!

Calculate Your Resist Score

Your Resist score represents your ability to shrug off damage and stay out of harm's way.

To calculate your Resist, add your Physique and Acuity stats. If a chosen ability impacts your Physique stat, remember to adjust your Resist score before the episode starts!

Calculate Your Cool Points

Cool Points set the paragons apart from everyone else. They are heroes after all.

You get a number of Cool Points equal to your character's level + your Presence stat. This pool resets at the start of every episode and you lose any unspent Cool Points. If a chosen ability impacts your Presence stat, remember to adjust your Cool Points before the episode starts!.

Sidebar: Building Pixie Sticks

Pixie Sticks (Secret Identity: Ana Oliveira) is an Acrobat who uses her skateboard to navigate around cities and battlefields with ease. She doesn't shy away from danger and knows that by keeping her opponents distracted and off-balance, she'll find openings to hit them where it counts.

From her 7 stat points, Ana adds 3 to Finesse and 1 to Physique, Stamina, Acuity and Presence.

From her Archetype, Ana adds 1 to Finesse and 1 to Presence.

Her final stats are: Physique 2, Finesse 5, Stamina 2, Acuity 2, and Presence 3.

For her level 1 Archetype talents, she has Accurate Strike and Quick Reflexes.

Archetypes

Your Archetype is a reflection of how your paragon faces adversity and works in a team. Think of it as their approach to conflict. Your Archetype doesn't determine what kind of person your character is, how they got their powers, or what their powers are but you do choose between several unique talents specific to your Archetype. There are eight Archetypes in *Paragons:*

Acrobats are highly skilled, with years of training under their belts. They combine fluid movements with trained precision to gracefully dodge out of harm's way until they see the perfect opening to strike.

Brawlers revel in the adrenaline rush of a fight. They keep their friends close and their enemies within striking distance. Every problem can be solved with a few well-placed punches according to them.

Leading from the frontlines, **Commanders** are a shining beacon of bravery and justice to the world. With a keen understanding of their team's strengths and weaknesses, they put the team first by empowering everyone to succeed.

Often in the thickest part of any fight, **Defenders** specialize in taking a beating so others don't have to. They trust that by keeping the enemy's attention, their allies will be freed up to save the day.

It takes a special kind of person to look out for others. **Facilitators** make this their primary goal. They focus on giving their teammates an edge in battle, making the entire group more efficient in the process.

Hunters move quickly and strike with precision to stop villains before things can get out of hand. Using stealth, subterfuge, and bold moves, they will get the job done no matter the cost.

Using their mind as a weapon, **Strategists** view the battlefield as a game to be won. They understand that careful moves and small advantages can be enough to tip the balance of a fight into their favor.

With a keen eye and concentrated energy, **Strikers** hit their enemies hard. They need to watch their backs in a fight, because sometimes their focused strikes leave them vulnerable to attacks from behind.

LIVE
DCN
VIGILANTE CATSPAW SIGHTED DOWNTOWN
-- BULLWARK
-- SHIELDMAIDEN
-- FLAIRE
-- STRIDER
-- CALLSHOT

ACROBAT

Gracefully dodging past the robot's attacks, a dancer slips a knife into the cracks of its armor, severing the power cable. She pushes off of its falling form, flipping in the air before landing gently.

Level 1

Acrobats are highly skilled, using fluid movements with trained precision to outpace their opponents and slip in close enough to land their own strikes. As an acrobat, you get a +1 to your Finesse and Presence stats.

Choose two of the following talents:

Accurate Strike

When making a Finesse-based melee attack, add 1d6 to your dice pool.

Nimble Footwork

Your grace and precision in motion allows you to evade detection and avoid danger. When you are attempting to stay out of sight or bypass an obstacle, you add 1d6 to your dice pool.

Quick Reflexes

Moving quickly to stay away from danger is like second nature to you. Twice per episode, when you fail a Physique roll, you can reroll your dice pool for a second chance at success.

Past Experience

When you use the Observe move, explain how the situation reminds your character of a previous mission and add 1d6 to your dice pool.

Level 4

At level 4, choose one talent from the following options:

Superhuman Feat

You push yourself to the limits to aid your allies. Once per episode, you can make two moves on your turn.

Superior Stealth

You are skilled at going unseen. Add an additional 2d6 to your dice pool when rolling to hide or avoid detection.

BRAWLER

In a dark alley, a hooded figure throws a criminal to the ground before turning to deflect a crowbar aiming for their head. Subduing the second attacker, the figure zip ties their hands and feet before gathering the stolen goods to return them.

Level 1

Brawlers excel at fighting in close quarters. They wade into a fight and trade blows with even the toughest opponents. Sometimes the only way to handle a problem is to face it head on. As a brawler, you get a +1 to your Physique and Stamina stats.

Choose two of the following talents:

Improvised Weapon

You know how to make the most of your surroundings in a fight. When you use an object as an improvised melee weapon, add 1d6 to your dice pool.

Soft Spot

When you use the Help move, explain how your action is motivated by your character's origin and add an additional 1d6 to their roll on top of the 2d6 from the Help move (total of 3d6).

Thrill of the Fight

The adrenaline of a fight fuels your attacks. The first time you get hit in a fight, add 1d6 to your dice pool on your next attack.

Worse for Wear

You can take a beating like a champ. When a melee attack would reduce your Will to 0, it is instead reduced to 1. You can use this ability once per episode.

Level 4

At level 4, choose an additional talent from the following options:

Battle Scars

Your experience in battle has toughened you. Add 5 points to your will.

Lethal Weapon

You've learned how to make the most of your attacks. Add an additional 2d6 to your dice pool for all melee attacks.

COMMANDER

Stepping past burning debris, the man stands resolute, staring down the approaching horde of attackers. He shows no fear as he helps a weary ally to their feet before charging back into the fight.

Level 1

Commanders have a natural presence that inspires others to follow them. They look out for their allies and are excellent negotiators in a pinch. As a Commander, you get a +1 to your Presence and Physique stats.

Choose two of the following talents:

Leadership

When an ally is injured, you can use your move to encourage them. Make a Presence roll, they regain Will equal to the number of successes from that dice pool.

Past Experience

When you use the Observe move, explain how the situation reminds your character of a previous mission and add 1d6 to your dice pool.

Resolute

The strength of your conviction is unshakeable. Once per episode, when you fail a roll, you can choose to succeed on it instead as if you rolled one success.

Tactical Advantage

Your vision of the battlefield gives your allies an edge. On an ally's turn in battle you can share a key insight with them, allowing them to reroll up to 2d6 in a single dice pool after learning the result. Each ally can only benefit from this talent once per action scene.

Level 4

At level 4, choose an additional talent from the following options:

Commanding Presence

Allies that can see and hear you in a fight can add an additional 1d6 to their dice pools.

Superhuman Feat

You push yourself to the limits to aid your allies. Once per day, you can use two moves on your turn.

DEFENDER

A woman in worn out tactical armor stands up from the ground. She always gets up, no matter how many times she gets knocked down because if she can't stop this supervillain from hurting others, who will?

Level 1

Defenders take on the toughest bad guys by outmaneuvering or outlasting them. They protect others at all costs because they know nobody else can do the job as well as they can. As a Defender, you get a +1 to your Finesse and Stamina stats.

Choose two of the following talents:

Interceptor

If an attack would hit an ally Close to you, you can step in front, shielding them from harm and taking the damage instead. If you need to move to do this, you can choose whether to take a new position protecting your ally or return to your previous one.

Not My Friend

When attacking an opponent that hurt an ally of yours on their last turn, add 1d6 to your dice pool.

Principled

When you take a move driven by your motive, you can add 1d6 to your dice pool.

Unbreakable

Your resolve is the stuff of legend. Twice per episode, when you fail a Stamina check, you can reroll your dice pool, accepting the new result.

Level 4

At level 4, choose one talent from the following options:

Battle Scars

Your experience in battle has toughened you. Increase your Will by 5.

Unparalleled Interceptor

Prerequisite: Interceptor

After using the Interceptor ability, add 2d6 to your next dice pool (total 3d6).

FACILITATOR

A trickle of blood runs down the man's forehead. He ignores it, pauses to take a deep breath before charging headfirst into the line of fire to reach his downed ally. Kneeling behind a smoldering car, his hands glow as her eyes flutter open.

Level 1

Facilitators are the glue holding a team together, often choosing to sacrifice personal glory for the greater good. There's no 'I' in team but a Facilitator has two eyes on the battlefield so they can assist their teammates. As a Facilitator, you get a +1 to your Stamina and Presence stats.

Choose two of the following talents:

Bolster

You always seem to have the right thing to say. You can encourage each ally once per action scene, allowing them to reroll up to 2 dice in a single dice pool.

Cross-Training

You can take one level 1 talent of your choice from any archetype that is not your own.

Mend

When an ally is injured, you can heal their wounds long enough to keep them in the fight. You can heal each ally once per action scene, restoring 1d6 will.

Misdirect

You perform a clever trick, temporarily confusing your opponents. Make a Presence roll. For each success you roll, you can misdirect one enemy Near to you, causing them to spend their next turn poorly, such as pursuing a decoy, attacking the wrong target, or wasting a turn entirely. If you use this talent on the same opponent during an action scene, they can make a Resist Presence roll on subsequent attempts to misdirect them.

Level 4

At level 4, choose one talent from the following options:

Reassurance

People know they can rely on you. Whenever you act as an emotional or physical support for an ally, they gain a 1d6 Circumstance bonus on their next roll.

Superhuman Feat

You push yourself to the limits to aid your allies. Once per episode, you can make two moves on your turn.

HUNTER

Dodging nimbly from cover to cover, the figure uses the shadows to her advantage, approaching her position on the rooftop. In one smooth motion, the pack on her back transforms into a laser rifle and she drops into a shooting stance.

LEVEL 1

Hunters rely on stealth, misdirection, and subterfuge to accomplish their goals, choosing to make precise strikes against their opponents. They prefer to stack the odds in their favor, because some things shouldn't be left to chance. As a Hunter, you get a +1 to your Finesse and Acuity stats.

Choose two of the following talents:

ACCURATE STRIKE

When making a Finesse-based melee attack, add 1d6 to your dice pool.

HIDDEN ACTION

During a scene where opponents Near to you are not aware of your presence, add 1d6 to your dice pool for all rolls.

MISDIRECT

You perform a clever trick, temporarily confusing your opponents. Make a Presence roll. For each success you roll, you can misdirect one enemy that can see or hear you, causing them to spend their next turn poorly.

If you try to misdirect the same opponent during the same scene, they can make a Resist Presence roll at the start of their turn and are not misled if they roll one or more successes..

SOFT SPOT

When you use the Help move, explain how your action is motivated by your character's origin and add an additional 1d6 to their roll on top of the 2d6 from the Help move (total of 3d6).

Level 4

At level 4, choose an additional talent from the following options:

Lethal Strike

You've learned how to make the most of your attacks. Add an 2d6 to your dice pool on all attacks using Finesse.

Superior Stealth

You are skilled at going unseen. Add 2d6 to your dice pool when using the Hide move or avoiding detection.

STRATEGIST

Pausing to survey the battlefield, the heroine spots a weakness in their defenses. Signaling an ally to cover her, she rushes to fill the gap, pulling a bloodred sword from its sheath.

Level 1

Strategists rely on their ability to outthink their opponents rather than brute force. Their powers often give them an advantage both in and out of combat. As a Strategist, you get a +1 to your Acuity and Presence stats.

Choose two of the following talents:

Brilliant Attack

While making an attack, you target a clear weakness. Add 1d6 to your dice pool. This talent can be used a number of times equal to your Presence stat (minimum of 1) per episode.

Cross-Training

You can take one talent of your choice from any archetype that is not your own.

Eureka!

You have a sudden realization! Once per episode you can reroll a dice pool up to two times, taking the final result.

Tactical Advantage

Your vision of the battlefield gives your allies an edge. On an ally's turn in battle you can share a key insight with them, allowing them to reroll up to 2d6 in a single dice pool after learning the result. Each ally can only benefit from this talent once per action scene.

Level 4

At level 4, choose an additional talent from the following options:

Battlefield Calculus

You determine the optimal method for winning a fight. Once per day, you can allow an ally to use a move on your turn. If the ally has not taken their turn yet, they can still use a move on their turn as normal.

Clever Solution

Seemingly complex problems are no challenge to you. Once per episode, when using the Recall/Research move or participating in an Investigation, you can add one additional success to the result of one of your dice pools.

Striker

Fire burns in his eyes as he feels the distance between him and his target close. He winds up and sends a blast of energy hurtling towards them.

Level 1

Strikers channel their energy and emotions into powerful strikes. They tend to hang back in dangerous situations, biding their time until they see an opportune chance to attack their enemies. As a Striker, you get a +1 to your Physique and Finesse stats.

Choose two of the following talents:

Charge Up

You can charge up on your turn, causing your attack to be even more devastating on your next turn. When you spend your move charging an attack, you can release it on your next turn, adding an additional 3d6 to your dice pool for that attack.

If you take damage while charging up you must spend points from your Resist score or your attack is interrupted and you don't get the additional dice to your next attack roll.

Principled

When you act driven by your motive, you can add 1d6 to your dice pool.

Quick Blast

You can split your focus while attacking, targeting two opponents at once. Make separate attack rolls for each opponent.

Thrill of the Fight

The adrenaline of a fight fuels your attacks. The first time you get hit in a fight, add 1d6 to your next attack roll.

Level 4

At level 4, choose one talent from the following options:

Destructive Wave

Your attack sends ripples across the battlefield. All enemies Near to you must spend 2 points from their Resist score or be thrown back 2 hexes and lose 2 will.

Overcharge

Prerequisite: Charge Up

Your charged attacks are now even stronger. When you make a charged attack, add an additional 3d6 to your dice pool (total 6d6).

Abilities

Abilities explain how your paragon's Archetype and Concept manifest. Whether your powers come from an accident involving biochemicals, a magic sword from a distant planet, or a high-tech supersuit, the combination of your abilities and Archetype talents define how your powers work.

This list presents a number of ability options. This is not an exhaustive list, but a starting point. If you like what one ability does—like Blaster, for instance—but want to change it to specifically be attacks made with a firearm, feel free to make that change. Similarly, if you like Energy Control, but want to instead control gravity with it; you can do that. Work with your GM to make the abilities presented here work with your concept and Archetype.

Selecting Your Abilities

When you create a level 1 paragon, you start with two abilities. When you level up, you can choose to take one ability of a level equal to or lower than your new level. I.e. When you reach level 2, you can only take a level 1 ability, however when you reach level 4, you can choose either a level 1 or level 3 ability as part of your advancement.Unless otherwise specified, you cannot take an ability more than once.

Prerequisites

Some abilities have prerequisites, meaning your character must meet the requirement stated to take the ability.

Outside of the Action

Abilities are primarily designed for use in action scenes but they can be used in character or montage scenes too. Some abilities have an "Outside of the Action" addition to them, explaining any changes or additions to your abilities when using them outside of action scenes.

Sidebar: Building Pixie Sticks

Since her powers come from a powerful fae creature, her abilities reflect that part of her nature. Her two level 1 abilities are Energy Control (Specialist, using concentrated visible light) and Flying.

Since neither of these abilities impact her stats, we can calculate her Will, Resist score, and Cool Point totals.

Will: 1 (Level 1 character) + 2 (Stamina) = 3 Will Total

Resist Score: 2 (Physique) + 2 (Acuity) = 4 Resist Score Total

Cool Points: 1 (Level 1 character) + 3 (Presence) = 4 Cool Points per Episode

Level 1

The level 1 abilities are presented in alphabetical order.

Blaster

Prerequisite: Finesse 3

With powerful damage from a distance and deadly aim, your attacks from a distance are lethal. Add 1d6 to your dice pool when making ranged attacks.

Charming Guile

Prerequisite Presence 3

When you speak, people are naturally inclined to listen—your powers make others susceptible to believing you. When you attempt to convince someone using your powers add 1d6 to your dice pool. If you are using the Manipulate move, your target(s) can be tricked into wasting their turn or letting down their guard but will not do anything actively harmful to themselves or their allies at your suggestion.

Outside the Action

Civilians (power level 0) are generally receptive to your harmless suggestions and do not make a Resist roll when you use the Manipulate move.

Cloaking

Prerequisite: Finesse 3

You have trained yourself in the art of stealth. When you use the Hide move (see "Moves" below) to avoid detection, you gain one automatic success. Roll your dice pool as normal, counting any additional successes.

Outside the Action

When using this ability, civilians (Power Level 0) never spot you.

Connect the Dots

You can see connections between people, clues, and coincidences more clearly than others. However this manifests, it allows you to piece together complicated puzzles. When you roll one or more successes when using the Understand move, you can ask a related yes or no question that the GM must answer truthfully.

Determined Resistance

Your determination and grit let you shrug off powerful blows. When calculating your Resist Score, double your Acuity stat.

Duelist

You excel at taking on enemy combatants with technical precision. When you take damage from a sentient creature, make a Presence roll to focus on that opponent. If the result is a success, add 1d6 to your dice pool for attacks against that target. The effect ends either when you attack an opponent other than your target or an opponent other than your target attacks you.

Energy Control

You have control over specific types of energy (e.g. fire, ice, lightning, or thunder). When using this ability, make Attack rolls with either Acuity or Presence (your choice). When you take this ability, choose one of the following options:

Generalist. You can control all energies equally. Add 1d6 to your dice pool when performing any moves using the energy of your choice.

Specialist. You have mastered control of one specific energy. Add 2d6 to your dice pool when performing any moves using your chosen energy.

Fly

You can fly. How fast you can fly is determined by your Movement. Flying uses your Movement, so you cannot use your Movement and then fly on the same turn. If you are flying, you don't have to land at the end of your turn.

Genius Invention

Prerequisite: Acuity 3

Whether it's a swarm of drones, a robot companion, or something else, your incredible invention is evidence of your brilliance and the source of your powers. You gain the following effects:

- Your invention grants you the benefits of another Level 1 ability.
- [optional] Your invention also functions as a piece of Gear with a +2 Gear bonus.

Healing Touch

Your touch is a soothing balm to your injured allies. You may spend 1 Will to heal an ally for 1d6 Will.

Heavy Hitter

Prerequisite: Physique 3

Your strength makes your melee attacks hit hard. Add 1d6 to all Physique-based melee attacks.

Outside the Action

You are stronger than most normal people. You can easily do things other characters might need to make a Physique roll for, including lifting up to 400 lbs.

Heroic Artifact

A mighty artifact empowers you. You determine what the object is and how it looks. The artifact has a personality that encourages you to help others, and if your actions fail to live up to its standards, it withholds its powers from you.

While using your artifact to perform a move or make an attack, add an additional 1d6 to your dice pool. Additionally, the artifact grants you the benefits of another Level 1 ability.

Influencer

Prerequisite: Presence 2

You have cultivated your public image to build a following. During a Character or Montage scene you can ask your fans for help, either by sharing a piece of information or asking them to perform a simple task. Make a Presence roll. On a success, they help you accomplish your goal.

Invisibility

You have the ability to become invisible and visible at will. Add 2d6 to all Hide move rolls when you are invisible.

Illusionist

You have the ability to create minor harmless illusions. They look real at first glance but with inspection it quickly is apparent they have been constructed in some way . Creatures who are Near can make a Resist Acuity roll to determine the illusion is fake; they have a 1d6 Circumstance penalty to their roll. Creatures Far or further away have a 2d6 Circumstance penalty.

Outside the Action

With time to concentrate, your illusions hold up to initial inspection, but a closer look reveals they are fake.

Manifestation

You can take or create something and give it physical form, up to a certain size. Whether you can simply imagine an object, have to draw it, or tattoo it on your body, you can use a move to create an object less than 30 pounds and no larger than 5 feet in any direction. When you do so, the object lasts until you decide to dismiss it or until you create another object.

Matter Control

You have control over a specific type of matter (e.g. metal, rock, or wood). When using this ability, roll with either Acuity or Presence (your choice). Add 2d6 for any moves using your chosen material.

Phasing

Your body can transition from being fully physical to another state. It takes your move to phase out. You can phase back in freely. Work with your GM to decide whether you phase into a different plane or simply become immaterial but stay on the same plane. While phased out, physical attacks cannot harm you, but you cannot interact with physical objects either.

Psychic Manipulation

Prerequisite: Acuity 3 or Presence 3

You have the ability to manipulate and control the way people perceive reality around them. Plant an image in your target's mind no larger than a person. The image you create can move but cannot interact with the world around it. You can choose to roll with either Acuity or Presence when using this ability. Your target must make an opposed Presence Resist roll. On a failure, they believe the image is real.

Seer

You have seen this before... You have very limited precognitive abilities related to the vast web that is the unwritten future, seeing probabilities fanned out in front of you. Roll a d6. You can subtract or add that many successes to any one roll, possibly turning a success into a failure or vice versa. You may do this twice per episode.

Shapeshifter

You use a move to change your form to take on the shape of something else. You can revert back to your paragon form at any time. Work with your GM to determine what you can shapeshift into and use the Creatures stat blocks in Appendix A as a starting point to determine the stats your different forms use.

If you took damage in your shifted form before reverting to your paragon form, any remaining Will and Resist from your shifted form replaces the Will and Resist score in your paragon form, provided they are lower than your maximum Will and Resist score.

Speedster

Your Movement is 24. Add 1d6 to your dice pool when making a melee attack after moving in a straight line towards your target on your turn.

Stat Increase

Increase one stat of your choosing by 1. You can take this ability multiple times, choosing the same or different stats to increase. You cannot increase any of your stats above 6 with this ability.

Technologist

You are experienced with technology and all its functions. Add 1d6 to your dice pool when rolling to operate technology, or when using technology to perform another move.

Telekinesis

Prerequisite: Acuity 3

You can manipulate objects around you with your mind. You may use your Acuity stat for any moves normally rolled using Physique.

Telepathy

Prerequisite: Acuity 2

You can speak into the minds of others and hear the thoughts of willing characters. To read the mind of an unwilling character, you must succeed on an opposed Acuity check.

Teleportation

You can move through space rapidly, disappearing from one location and appearing in another location within a Far range. If you try to teleport somewhere you cannot see or have never seen before (i.e. the inside of a locked room), roll 1d6. If the result is a 1 you re-appear in the same space as another person or object, lose 2 Will, and are shunted into the nearest unoccupied space.

Thick Skin

You are resilient to incoming damage. Double your Physique stat when calculating your Resist score.

Time Manipulation

You can influence the flow of time around you. When you use this power, choose from the following options:

- Slow everyone else around you. For up to 20 seconds (or two rounds of an action scene) you may use two moves on your turn and appear faster.
- Speed up everyone else around you. For up to 20 seconds (or two rounds of an action scene) you must forgo acting on your first turn to use a move on your second turn and appear slower.

After using this ability, you need a moment to recover, sacrificing one turn in an action scene. Using this ability, you can emulate things like super speed or teleportation.

Outside the Action

When you have time to focus your powers without the danger of being hit, you can control the flow of time for a longer period, up to several hours. When you control time in this way, you age according to the amount of time you spend (for example, if you slow time for everyone else for 3 hours, you will have experienced 6 hours and age accordingly, and vice versa).

Villainous Artifact

You possess a treacherous artifact that empowers you. You can determine what the object is and how it looks. The artifact has a personality that entices you to act selfishly and cause destruction, and if your actions fail to live up to its standards, it withholds its powers from you. You gain the following effects:

- While using the artifact to use a move or make an attack add 1d6 to your dice pool.
- The artifact grants you the benefits of another Level 1 ability.

Level 3

The level 3 abilities are presented in alphabetical order.

Clairvoyant

Prerequisite: Seer

Your ability to track the flow of time has increased, you may now use the Seer ability up to four times per episode.

Disguise Master

Prerequisite: Charming Guile or Presence 4

You have mastered the art of disguise. You can mimic the voice of anyone you have spoken to for at least 10 minutes and, with help from you powers, take on their form as you have witnessed them. For example, if you met someone in a business suit you can transform into them wearing the same business suit.

Energy Mastery

Prerequisite: Energy Control

Your skill with controlling the energies has increased. Add 2d6 to your dice pool for energy attacks and moves, on top of your dice from Energy Control (total of 3d6 for Generalists and 4d6 for Specialists).

Empowered Artifact

Prerequisite: Heroic Artifact

Your artifact increases in power. Add 1d6 to your dice pool for attacks or moves made using the artifact (total 2d6).

Enhanced Stat

Choose one stat. Increase it by 1 and its maximum to 7.

You can take this ability multiple times, choosing a different stat each time.

Improved Teleportation

Prerequisite: Teleportation

You can now teleport a distance of up to 10 miles, so long as you know where you are going. Additionally, when you teleport you can also bring another person with you. However, when you travel more than a Distant range, you are unable to use your powers for the next minute.

Matter Mastery

Prerequisite: Matter Control

Your skill at controlling material has increased. Add 2d6 to your dice pool for material attacks and abilities, on top of your dice from Matter Control (total of 3d6).

Powerful Blows

Prerequisite: Heavy Hitter

When you make a melee attack, add 2d6 on top of your dice pool from Heavy Hitter (total of 3d6).

Outside the Action

Your strength improves. You can lift up to 600 lbs with ease.

Psychic Influence

Prerequisite: Telepathy

When you exert your influence on others, it is difficult to resist. If you use Telepathy to make a Manipulate move against a single target, add 2d6 to your dice pool. If the target fails their resist roll, you can hold the effect for up to a minute. At the end of your target's turn each round, they can make their resist roll again, needing only 1 success to break the effect. While you can make your target act against their will, they cannot be manipulated to harm themselves or their allies.

Outside the Action

Without distraction, you are able to hold your influence more easily. When you use this ability, the effect doesn't end until the target achieves a number of cumulative successes equal to the number of successes on your Manipulate roll. Their successes accumulate each round until they can eventually break free.

Shadow Walker

Prerequisite: Cloaking

You move unseen and unheard. When using the Cloaking ability, you automatically gain an additional success (total two automatic successes) and roll your dice pool as normal, counting any additional successes.

Sharpshooter

Prerequisite: Blaster

When you make a ranged attack, add 1d6 on top of your dice pool from Blaster (total 2d6).

Signature Move

As your fighting style has developed, you have created a "signature move". You must name a move and define what makes it special. When you perform a signature move, nearby opponents must make a Resist Presence roll. On a failure, they become demoralized and have a 1d6 Circumstance penalty to all rolls until the end of your next turn. Additionally, if any onlookers see you use your signature move, it can help boost your reputation (see "Reputation" in Chapter 4: Playing the Game).

This ability can be taken multiple times.

Survivor

You can take a hit and get back up again against all odds. Once per episode, when your Resist score is 0 and you would be reduced to 0 Will, you instead have 1 Will remaining.

Supersonic

Prerequisite: Speedster

Your Movement is 32. When making a melee attack after moving towards your target in a straight line, add 2d6 on top of your dice from Speedster (total 3d6).

Tech Genius

Prerequisite: Technologist

Your skills with tech feel like second nature. When using a move to interact with technology, add 2d6 on top of your dice pool from Technologist (total 3d6).

Weapons Expert

Whenever you add gear dice to your dice pool, add an additional 2d6.

Level 6

The level 6 abilities are presented in alphabetical order.

Chameleon

Prerequisite: Disguise Master

You are everyone and no one; your skills at disguising yourself and mimicking others is nearly perfect. After speaking with or observing someone for at least 10 minutes you can perfectly copy their voice, body language, and mannerisms. If you transform yourself into the person, they can wear any clothes you wish. Additionally add 3d6 to your dice pool when using a Manipulate or Persuade move to deceive others you are them.

Deadeye

Prerequisite: Sharpshooter

When you make a ranged attack, add 2d6 on top of your dice from Sharpshooter (total of 4d6).

Destructive Blows

Prerequisite: Powerful Blows

When you make a melee attack, add 2d6 on top of your dice from Powerful Blows (total 5d6).

Outside the Action

Your might is the stuff of legend. You can lift up to 900 lbs with ease.

Energy Supremacy

Prerequisite: Energy Mastery

Your skill with controlling energy is unmatched. Add 1d6 to your dice pool for energy attacks and moves, on top of your dice from Energy Mastery (total of 4d6 for Generalists and 5d6 for Specialists).

Illuminated Artifact

Prerequisite: Empowered Artifact

Your artifact increases in power. Increase one of your stats by 1. Add 2d6 to attacks and moves made using the artifact (total 4d6).

Mastered Ease

Prolonged practice has given you mastery over certain types of violence. When you use the Attack move, you may Attack in an identical way a second time against either the same or a different opponent as part of the same move.

Matter Supremacy

Prerequisite: Matter Mastery

Your skill at controlling matter is unmatched. Add 3d6 to your dice pool for material attacks and abilities, on top of your dice from Matter Mastery (total of 5d6).

Mental Fortitude

Prerequisite: Determined Resistance

You never give up, no matter how big the challenge. Quadruple your Acuity stat when calculating your Resist score.

Oracle

Prerequisite: Clairvoyant

You have mastered the art of reading the flow of time: you can now use your Seer ability once per scene.

Portal

Prerequisite: Improved Teleportation

You can open a portal to another location on the planet, so long as you know where you are going. You can bring up to ten people with you, but will be unable to use your powers for a turn after doing so.

Regeneration

Prerequisite: Survivor

Keeping you down can prove difficult as your powers always seem to start stitching you back together. When you aren't fighting, over time your wounds always heal: twice per episode when your Will is below its maximum, you recover 1d6 Will.

Shadow Master

Prerequisite: Shadow Walker

Your skill with moving in the shadows has reached its apex; you are pure shadow now. When using the Cloaking ability, you automatically gain an additional success (total of three automatic successes) and roll your dice pool as normal, counting any additional successes.

Signature Finisher

Prerequisite: Signature Move

Your fighting style has become a thing of legend. When you use a Signature Move to defeat an opponent, nearby foes quake in fear. If they fail their Resist Presence roll, they attempt to flee the scene. If you make an attack against a foe who is fleeing in this way, gain a 2d6 Circumstance bonus.

Supreme Stat

Prerequisite: Enhanced Stat

Choose one of your Enhanced Stats. Increase the stat and its maximum to 8.

Technomancer

Prerequisite: Tech Genius

You and technology are one. When working with computers, you complete easy tasks without requiring a roll.

Additionally, when operating technology, add an additional 1d6 to your dice pool (total of 3d6).

Unstoppable

Prerequisite: Thick Skin

Blows that would defeat even the toughest heroes don't phase you. Quadruple your Physique stat when calculating your Resist score.

Moves

There are standard moves every character can perform. Some abilities and Archetype talents rely on or incorporate standard moves. Most standard moves have uses in all scene types, however a few only have applications in one type of scene.

This is not an exhaustive list of everything you can do, simply a starting point. Work with the GM to decide what type of roll to make when doing something not on this list. Unless stated otherwise, you can make one move per turn.

Aid the Fallen

Assist or care for someone when they are **knocked out**. Spend your turn helping someone who has 0 Will and Resist. When you do so, they regain 1 Will.

Attack

Strike at your opponent using the stat associated with the type of attack you want to make. Unless you have an ability that says otherwise, Physique is used for attacks relying on power, like punching a villain or throwing a car. Finesse is used for attacks relying on accuracy, like making a sniper shot or striking an opponent with nun-chucks.

Defend

Prepare yourself to fend off an incoming attack. Make a Physique or Acuity roll. Before your next turn you can ignore an amount of damage equal to the number of successes you roll.

Help

Aid an ally in a difficult attempt. When they make a roll on the same turn that you help them, they can add 2d6 to their dice pool.

Hide

Keep a secret. Whether you're telling a lie, hiding an object, or trying to stay out of sight, Hide is normally an opposed move against an opponent's Observe or Understand move. The more successes you roll, the better you are at hiding. The GM decides which stat is the basis of your move roll to Hide. Commonly, Finesse is used to avoid detection and Presence is used to lie.

Interact

Lift an object, use a piece of technology, or engage with your surroundings in some way. The GM may call for a roll depending on how difficult the interaction is. For example, hacking a computer may require a roll while opening a door may not.

Manipulate

Cleverly outmaneuver your opponent to get what you want. Make a Presence roll opposed by either a Resist Acuity or Presence roll by your target.

Move

Using your Movement, take a new position. If you're attempting to move past an obstacle, the GM may call for a Physique or Finesse roll to succeed. For more information, see "Movement" in Chapter 4: Playing the Game.

Observe

Take a moment to gather useful insight and information. Make a Presence roll. On a success, you learn something new about your situation, another character, or the environment around you.

Persuade

Make a Presence roll to convince someone to listen to you.

Recall/Research

When you seek more knowledge or information, make an Acuity roll. If the GM determines

the information you're seeking is difficult to uncover, they might require multiple successes to learn it.

Train

Through dedicated practice, you can gain a new skill or hone an existing one. This move can only be used during downtime in montage scenes. When a player comes up with a clever new way to use an ability which stretches the limits of their powers, they need to practice it. See "Training" in Chapter 4: Playing the Game.

Understand

Piece together context clues to learn about your situation. Make an Acuity roll. On a success, you realize something you previously missed about your situation, another character, or a piece of a puzzle.

Use an Ability

Use one of your abilities to perform a move. No roll is required unless the ability specifically calls for one. If you would use an ability to perform another move (ie. attack), use that move instead.

Gear

While some characters may not rely heavily on equipment, others benefit from having specific gear and tracking those items on their character sheet.

The GM decides whether to carefully track or handwave most general objects a character might possess like street clothes, a cell phone, or cash; However, specific gear—like weapons, powerful artifacts, and specialized equipment—should be recorded on the relevant character sheet for easy management. When making a roll, you can add a number of gear dice based on how helpful the item is in that situation (see table below).

Some gear also takes the form of defensive items, like armor or a shield. You can add points to your Resist score based on the Gear Dice for defensive items. For example, an improvised shield gives your Resist score a boost of 1 point while a magically imbued shield made of Corylium gives 3 additional points.

Most characters won't have or need specialized gear, especially at early levels, but characters who want The Right Tool at character creation should be encouraged to explain how and why they have that gear in their character's concept. Powerful and unique gear can make a great motivation for a hero or villain to pursue as motivation or a reward for completing a major story arc.

Gear Dice	Example Item
1	**Improvised Item:** Using a bobby pin for picking a lock or a frying pan as a weapon.
2	**The Right Tool:** Such as using a knife or gun as a weapon, or a computer to hack into a secure database.
3	**Specialized Equipment:** Such as using equipment in a science lab to counteract a chemical weapon or a rocket launcher to destroy a vehicle. Specialized equipment is often difficult to acquire.

Sidebar: Building Pixie Sticks

Aside from Pixie Sticks' signature skateboard (which counts as an improvised weapon with a +1 gear bonus to attacks made with it), she has no other gear that needs to be carefully tracked on her sheet.

Pixie Sticks is ready for her first episode!

Advancement

In *Paragons*, characters level up after reaching the end of a narrative arc in the game's story. In some cases, that might only take a few episodes. Some arcs are longer than others, especially at higher levels when you're taking on threats of a grander scale.

Each time you level up, you can choose between one of the following options:

- Choose a new ability of a level that is available to you. New ability options unlock at level 3 and level 6.
- Increase one of your stats by 2 or two of your stats by 1.
- Take an Archetype talent that you did not previously choose. New Archetype talents unlock at level 4.

At level 4, you get one free Archetype talent from the level 4 options in addition to your choice from the above options.

4 PLAYING THE GAME

This chapter provides an in-depth look at the game's mechanics and examples of play to help demonstrate these concepts. Most of the material covered in Chapter 2: Basics of the Game, is revisited here in more detail.

Assembling Your Dice Pool

When the GM calls for you to make a dice roll, you assemble a pool of dice from several sources: stat dice, ability or talent dice, gear dice, and circumstance dice.

Stat Dice

The GM decides what stat you need to roll with (ie. Physique). Your dice pool begins with a number of d6s equal to your character's stat. So if you have a Physique of 3, you add 3 dice to your dice pool for a Physique-based roll.

Ability and Talent Dice

Some abilities and talents your character has allow you to add dice to your dice pool when you make a move using them. You can get creative in how you use your abilities to enhance a move in an attempt to add as many dice as possible to your dice pool, but the GM gets the final say over which abilities and talents can be used for a specific roll.

Gear Dice

Having the right gear for the job makes it a lot easier to succeed. Improvised gear adds 1d6 to your dice pool, and gear designed for the task at hand adds 2d6. In some scenarios, especially powerful gear suited for the job adds 3d6 to your dice pool.

Circumstance Dice

Any circumstantial benefits or detriments are reflected in the circumstance dice, such as if an enemy is distracted, making them less alert, or if an ambush you laid is working to surprise your opponent. Unlike other dice pool sources, circumstances can remove dice from your dice pool (however your dice pool can never be lower than 1 die). The GM decides if any circumstance dice are added or removed from your pool when they call for the roll—it is never more than 2d6.

Making Rolls

There are four main types of dice rolls you make in *Paragons:* move rolls, resist rolls, team rolls, and attack rolls. There are more specific types of rolls covered in the relevant sections in this chapter.

Move Roll

Any time a character wants to do something and the outcome is uncertain, the GM calls for a move roll. In most cases, you only need one success for your move to happen. If no successes are rolled, the move fails. On a failed move, the result is never "nothing happens". There must be some consequence, however minor, such as alerting an enemy to their presence or breaking a piece of gear. The exact nature of additional benefits or consequences is decided by the GM, but players are encouraged to make suggestions and embrace failure as part of the story.

Here's an example for how this might work during play:

Two heroes, Pixie Sticks and Ms. Marbles, are investigating an office building used as a front for a local criminal organization after apprehending some thugs on the premises.

Ms. Marbles wants to look for information about their plans and makes an Observe roll when the GM calls for it. She rolls four dice and gets a single 5 for one success.

She sees a couple of binders and files laying around, but her attention is drawn to a laptop computer in a bag. Pixie Sticks wants to try hacking into the computer to access the files and

uses the Interact move, making a roll with Acuity. She has 2 points in Acuity and does not roll any successes.

The screen goes blank and an alert pops up stating that it is going into a heightened security state after several failed attempts to access the computer. They may be able to bring it to someone with better computer skills, but there's nothing more the heroes can do in this moment.

Ms. Marbles flips through the binders and files before leaving and the GM notes she recognizes the name of another known criminal on an equipment requisition form for a company cell phone.

The only scenario where you need more than one success on a move roll is when two characters are making opposed rolls. When making an opposed roll, whoever gets more successes wins. Here are some examples for when an opposed roll may be necessary:

- A hero and villain both have a hand on a briefcase filled with valuables. They must make an opposed Physique roll to determine who can wrestle the briefcase away from the other.
- Two computer hackers are fighting for control of the network. They must make an opposed Acuity roll to determine who succeeds in locking the other out.
- A villain is using invisibility and stealth powers to infiltrate a paragon's hideout, but the paragon knows they are coming and is actively watching for them. The paragon must make an Observe move roll against the villain's Hide move roll.

Resist Roll

In some instances, you must make a resist roll to counter an attack or effect. This is just like making a move roll, with one crucial difference: If you fail the roll, you can spend a point from your Resist score to succeed instead.

A resist roll is usually prompted by an ability, although the GM may decide a resist roll is necessary in other scenarios, such as when a character holds their breath for a long time or endures the impact of a falling building. In these instances, if you fail the roll and do not spend points from your Resist score, your paragon suffers some negative effect directly tied to the thing they are resisting.

Team Roll

In some scenarios, a team of paragons all need to act together. At times

like this, the GM calls for every character on the team to make the same roll. The most common example of this is at the start of an action scene, when every character needs to make a Physique roll to determine which team acts first.

Attack Roll

Attack rolls are used to hurt an opponent. Like a move roll, you only need a single success to hit your opponent. With one success, you deal one damage, and any additional successes mean you deal additional damage.

Episodes and Scenes

Paragons refers to each game session as an "episode". Each episode consists of a series of scenes, sometimes with multiple scenes happening concurrently as the game's focus switches back and forth between characters.

Before your first episode of *Paragons*, it's helpful to understand the three different types of scenes in the game: action scenes, character scenes, and montage scenes. Each scene type offers a different kind of storytelling experience, and while the GM should transition the players from scene to scene without explicitly stating the scene types, it's helpful to know each type and its intended purpose.

The most complicated type of scene is an **Action Scene**. This is where paragons face off against villains and prove their mettle in a fight. There are rules for who acts first, what actions you can take, and how abilities can be used. The GM typically starts an action scene by calling for a combat roll. In an action scene, teams take turns acting, with all characters on one team taking a turn before the next team acts, until every team has gone. Characters fight until the action scene is over.

Character Scenes focus on the conversations, feelings, and activities of the paragons involved, whether they are researching a villain or bonding by the pool. These scenes are great opportunities for roleplaying in-character conversations or planning the next mission. They can focus on a group of characters, a pair, or even just a single character as they go on an errand of their own. Time is flexible in character scenes—there isn't a structured order for characters to follow.

The third type of scene is a **Montage Scene**. Montages focus on plans and actions, rather than individual character moments. Similar to character

scenes, time is flexible and, with the exception of Investigation scenes, there is no formal structure to the scene. Montage scenes are usually used to resolve a few different activities taking place over an extended period of time, like a few hours or days. The duration a montage covers is up to the GM, but this is an opportunity for characters to work on side projects, scout enemy territory, or train for an upcoming battle.

Here is an example for how each scene might be used and how they might flow together as part of an episode:

A party of three heroes receive a distress call from a friend. In a character scene, the GM assumes the role of the friend and encourages the heroes to roleplay a conversation together as the players gather information from the GM and determine what to do.

The heroes decide to approach their friend's location stealthily, so the GM transitions to a montage scene, calling for rolls to determine how successfully the characters can scout out the area, avoid detection, and find a safe route. Along the way, they decide to take a shortcut through a warehouse they think is abandoned.

Inside the warehouse, there are several rogue security drones that attack the heroes. The GM transitions to an action scene as the heroes fight and quickly deactivate the drones.

The heroes receive another call from their friend, indicating things are dire as the GM initiates a character scene at the end of the fight.

The heroes realize they are running out of time and another montage scene starts as they approach their endangered friend.

During their approach one of the heroes, Ambrose the Red, decides to split off to get a better vantage point. On the way, he is ambushed by an enemy sniper, leading the GM to start an action scene for Ambrose while occasionally checking in on the other two heroes in a character scene as they wait for his signal. After Ambrose successfully knocks out the sniper, he arrives at the rooftop and signals his allies.

The GM describes a brief character scene as the heroes arrive to see their friend being taken captive by a villain. Though the players can express how their character are feeling, this serves as an introduction to the action scene as the heroes save the day and their friend.

After a long battle, the GM leads the players into a character scene as they free their friend.

Finally, the episode ends with a short montage as they go home, showcasing the character's homes, personal lives, and motivations.

Action Scenes

In an action scene, teams take turns acting, with all characters on one

team taking a turn followed by all characters on another team taking their turn. Some fights may include more than two teams—there could be three or more different teams each acting in turn. Players can determine whose character acts first when it's their team's turn, and change this order each round throughout the action scene. On their turn, each character can move and make one move. Each round in an action scene takes roughly 10 seconds.The scene ends when either there is only one team left standing or all other teams have fled.

Starting Combat

At the start of an action scene, the GM typically calls for a team roll. Each player makes a Physique roll (with the GM rolling for NPCs) and adds up their successes as a team. To expedite play, the GM can skip the combat roll for NPCs and instead assign one success per NPC on the team. The team with the most successes acts first. In the event of a tie, the player characters go first.

Damage

In *Paragons,* all damage is the same no matter the source. While some abilities like Elemental Control or Material Control might ask you to choose an element or damage type, the only mechanical impact it has is to determine whether someone else can take the damage for you (ie. a physical attack vs. a psychic attack).

Called Shots

If you "call a shot" in an attempt to strike your opponent in a specific spot (e.g. their leg), or want to accomplish an additional effect with an attack (e.g. disarm your target), the desired result only occurs if an attack hits and damage is dealt to the target's Will. If the target of the attack spends enough Resist points to negate the damage, any additional benefits from a called shot are also resisted.

Knocked Out

If a paragon's Will is reduced to 0, they are **Knocked Out** of the fight—even if they have Resist points remaining. This doesn't necessarily render them unconscious, however your character has lost the ability to fight. The player decides whether they are unconscious or merely defeated.

While **Knocked Out** you cannot take moves, although if you are not

unconscious you can move at half speed. You must rest for at least an hour or receive healing to recover. If you take any additional damage before you recover, you enter the **DYING** state.

Dying

When in the **DYING** state, your allies have one last chance to save you, either by succeeding on an Acuity roll to return you to the **KNOCKED OUT** state or by restoring your Will to return you to fighting shape. If, after entering the **DYING** state, you have not been saved by your next turn in an action scene, you must make a Death roll using Stamina. If you roll a success, you hang on for another round. If you fail, your character dies. If you take additional damage while **DYING** you must immediately make a Death roll.

Matched Opponents

During an action scene, if a player character and a NPC have similar skill sets, they can become matched opponents. This pits the two characters against each other, locked in an epic struggle until someone wins or another character intervenes. During combat, neither character uses any moves, but they can use their movement to steer the fight on the battlefield.

At the start of each round while locked in with your matched opponent, both characters make opposed move or attack rolls of a similar type (ie. two Brawlers might make Physique rolls as they grapple or two characters with psychic powers might make opposed Acuity or Presence rolls). Whichever character has the higher number of successes gets the upper hand in this round and deals an amount of damage equal to the difference between the number of successes. For example, if one character had 4 successes and the other had 2, the character with the higher number of successes would deal 2 damage while taking none.

If at any point one character wins by 4 or more successes, they win the matched battle and have an opportunity to take an action on their following turn while their opponent does not. If at any point another character intervenes, the matched battle ends and each character can take a turn during the next round of the scene.

Character Scenes

In character scenes, the paragons and both their individual and collective

stories take the forefront. Most move rolls made during a character scene are to accomplish a specific task: to convince or intimidate an NPC, perform a move during a conversation, or to determine someone's true intentions. These are great scenes for roleplaying conversations, internal monologues, and narrating how characters interact with their surroundings.

Remember: stories are most powerful when we can connect to the human elements of the characters. Feel free to embrace the emotions and motivations of your characters to really embody them.

Team Bonding

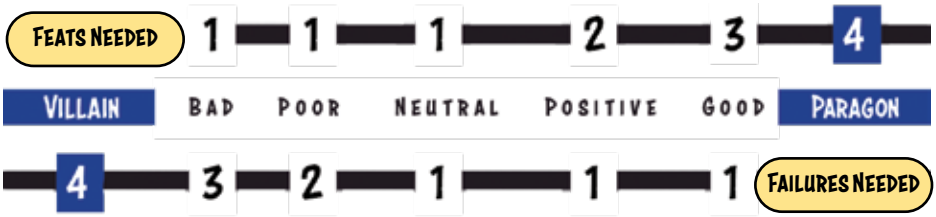
Every team needs to trust one another. Team bonding is what takes a few individual heroes and helps them work together to accomplish more than they ever could alone. Once per episode, your paragons can use a character scene that is not focused on making progress toward their current objective for "team bonding" to gain a Circumstance bonus in their next scene. This could be a shopping trip, downtime at a favorite hangout, or a dip in the pool. Any character who participates in this team bonding scene gains a 1d6 Circumstance die for all rolls made in their next scene.

Reputation

A powerful type of character scene involves the characters in the public eye. As they make a name for themselves, people are likely to know who the paragons are and recognize them. Reputation scenes are a fun way to challenge the players to think about who their characters are and what their actions mean. Here are a few examples of Reputation scenes:

- A conversation with the arresting police officer after the characters apprehend a villain.
- The paragons are recognized on the street by a social media influencer who wants to make a video with them.
- A paragon is invited to speak to a journalist about being a hero or about a villain they defeated.
- After a very public action scene, bystanders speak to the paragons in the aftermath.
- While running errands, a civilian watches them with awe (or fear).

The GM can track the reputation of the player characters using the following chart. Reputation can either be tracked for each character individually, or for the group as a whole.



To improve their reputation, a character must perform one of the following feats (or a similar feat as determined by the GM):

- Save an innocent civilian.
- Perform a good deed publicly.
- Win over a local politician, journalist, or influencer.
- Gain the approval of a well-respected hero.
- Defeat a prominent villain.
- Publicly perform a signature move in a battle (see the Signature Move ability in Chapter 3: Creating Characters).

The characters also must be careful not to be perceived as the villains. Just like performing feats can improve your reputation, if you commit a failure, your reputation can suffer:

- Harm, kill, or otherwise fail to save an innocent civilian.
- Commit a crime publicly.
- Have a local politician, journalist, or influencer start a campaign against you.
- Gain the approval of a prominent villain.
- Defeat a prominent hero.

Montage Scenes

Montages are the perfect opportunity to fast forward through a period of time without playing through everything. Whether it's a few hours of busy work or a few days of downtime, you can montage through the key moments bogging down the game. During a montage, give each character a moment in the spotlight to share what one or two goals they want to

accomplish and have them make a move roll to determine how successful each endeavor is.

Investigations

A key part of *Paragons*, especially for games with multiple episodes, is the process where the paragons try to piece together the clues needed to identify and stop a villain. Investigation montages help drive the plot forward as the group uncovers the information they're looking for without playing out every step of the investigation.

Either the players or GM can call for an Investigation montage. Similar to action scenes, Investigations play out over a series of rounds, with each character focusing on one thing in a round. This process continues for as many rounds as are needed for the characters to decide to move on. However, there may be consequences for taking too long to complete an Investigation.

For each round of the Investigation, the players can ask the GM one question. The GM then determines how difficult it is to uncover the answer and how many successes are needed to find the answer.

Difficulty	Successes Needed
Easy	1 success per paragon
Medium	2 successes per paragon
Hard	3 successes per paragon
Extreme	4 successes per paragon

All paragons can contribute to each round in some way, such as by interrogating criminals, hacking into the dark web, patrolling the streets, starting a social media campaign, etc. Each character must make a move roll for their contribution, working with the GM to determine how they contribute to the Investigation.

All of the characters' successes are pooled together and, if they have enough cumulative successes, the GM gives them the answer to their question. If they fail, then the paragons can either choose to use a second round for the same question, or ask a different question for the second round.

If it seems like the players are asking the wrong questions, the GM can also introduce a piece of information to point them in the right direction,

either as part of a successful round or as a consolation prize for the players not getting the answer they wanted.

If the players spend too long on the Investigation, there could be negative consequences, such as:

- The villain's plan moves to the next phase. The paragons are too late to stop it and must react to the new development.
- Another crime happens nearby during the Investigation, and the paragons have a chance to help (failure to do so might impact their reputation).
- A journalist asks a character what they're doing about the problem at-hand and is skeptical of their efforts in an interview.
- The villain taunts the paragons for not being able to stop their plans.
- The villain creates a distraction to try and throw the paragons off their scent.

After resolving whatever consequences have occurred, if the paragons still don't know enough to go after the villain, they can pick up the Investigation where they left off.

Downtime

Downtime activities can have a huge impact on the game, especially if a character wants to do research or spend time developing a new technology. This can be very rewarding for some players, and should be appropriately difficult or time-consuming to make it feel like a satisfying accomplishment. For some groups, it may be appropriate to allow for multiple days or weeks of downtime to accomplish a side goal for their characters.

Breaks

You can use downtime to take a break, which allows the paragons to regain Will and Resist equal to their level once per day. If you choose to only regain one of your scores, you can regain the other on a subsequent break in the same day. You can take multiple breaks in a day, with each one lasting about an hour. Characters can still do things and have conversations during a break, provided they are restful in nature.

Rest

Your character is restored to full Will and Resist points after getting a

rest. For many characters, that means getting a full night's sleep, but you can spend some time during your rest doing other activities, like research or training, so long as you get enough sleep to fully recover. If the GM determines your character does not get enough downtime during a rest, they may require your paragon to spend longer to complete the rest or limit the Will and Resist points recovered to your character's level as though they had taken a break.

Training

One very beneficial way to spend downtime is by training. Taking time to practice and enhance your paragon's abilities or talents is a great way to make them uniquely your own. Training pushes your body past its normal limits, and requires a Stamina move roll. The GM determines how many successes a paragon needs to accumulate before their training is complete, and can use the following as a guide.

- **Easy.** Three successes required.
  - Increase the number of uses (e.g. 4 uses per episode instead of 3).
- **Medium.** Six successes required.
  - Increase range by one category (e.g. Close to Near).
- **Hard.** Nine successes required.
  - Increase the number of ability dice by 1.
- **Difficult.** Twelve successes required.
  - Increase the number of people you can target with an ability (e.g. attacking two enemies at once with Energy Control).
  - Develop a new way to use the ability (e.g.. using Energy Mastery over fire to propel yourself through the air to simulate flight).

You can also use a training scene with a mentor as part of the leveling up process for characters to showcase new abilities or improved stats that come from their level up. No roll is required for this kind of training scene.

Cool Points

Every paragon gets a number of Cool Points equal to their Presence stat to spend each episode. Cool Points set your characters apart from everyone else in the world, and can be used in one of three ways:

- Spend 1 Cool Point to automatically gain a success when you aren't

- satisfied with the result of a roll. When you do this, the GM gains 1 Story Point to use at their discretion.
- Spend 1 Cool Point to initiate a Flashback, which allows you to go back in time to prepare for the current scene in some way.
- You can spend your final Cool Point during an action scene to Dig Deep, allowing you to regain 1 Will and 1 Resist.

The GM can award additional Cool Points for things like exceptional roleplay or a particularly clever or successful move.

Flashbacks

At any point, a player can initiate a flashback by spending 1 Cool Point. A flashback is a great way to go back and fill in a gap or prepare for the situation the characters are currently in. A flashback can be used to have a short character scene where the characters plan how to approach their current scenario, an opportunity to gather supplies or prepare for an action scene.

You cannot use a flashback to take a rest, but you can use it to detail how you spent a recent rest to prepare. The GM can call for a roll to accomplish something difficult during a flashback, such as obtaining specialized gear or doing something that would normally be very time-consuming.

Digging Deep

When you are down to your last Cool Point and things are looking dire in an action scene, you can spend it to dig deep and regain 1 Will and 1 Resist. In many superhero movies and shows, there is a moment when the hero is nearly beaten but then finds something that motivates them to get back up when the odds feel insurmountable. That's what it means to Dig Deep. You can do this at any point in an action scene, even if it isn't your turn.

When a character Digs Deep, the player temporarily takes control of the narrative, explaining their motivation and describing the visuals of their character finding hope against all odds.

Movement and Range

A character's ability to get around the battlefield is simply called Movement. Unless otherwise noted, a character has a Movement of 8. This is represented by eight hexes if you're using a tiled map during combat, and is loosely equivalent to 40 feet (or 5 feet per hex tile). On your turn

in an action scene, you can use your Movement in addition to making a move.

Some abilities can affect your Movement, increasing it to 16, 24, or even 32. Certain effects or moves that limit a character's freedom of movement can reduce their movement by half.

Range

The distance at which attacks, talents, and abilities can be used in *Paragons* are tied to the distance a character with Movement of 8 can travel. If an ability or weapon does not specify the range at which it can be used, the GM determines the range.

- **Close:** Anyone or anything within arm's reach, or in an adjacent space on a hex grid.
- **Near:** Anyone or anything you could reach with Movement 8 on one turn. Most attacks made with a thrown object would only be able to hit targets that are Near or closer.
- **Far:** Anyone or anything farther than you could move to in a single turn, but still in range for a long distance attack, such as a gunshot or other projectile (approximately 120 feet or 24 spaces on a hex grid).
- **Distant:** Anyone or anything you could reach with your Movement in more than three turns but still not beyond the horizon. The only attacks that can reach Distant targets require specialized gear or abilities (such as a sniper rifle or a drone).

5 RUNNING THE GAME

As a Game Master (GM), your role is like a facilitator or a project manager: you get the distinct privilege—and challenge—of tracking what each player is trying to accomplish and determining how the story unfolds based on rolls and what will best drive the game forward. You also get to decide what happens in the world, what challenges the players face, and how difficult those challenges are. It's a lot of responsibility, but can also be tons of fun. This section contains helpful advice, resources to create your own villains, and several story hooks to help set you up for success.

GM Principles

Paragons shines brightest when the players are immersed in the fun happening at the table. That isn't to say you shouldn't know or reference the rules, or that you should avoid calling for dice rolls—in fact, it's quite the opposite! *Paragons* thrives on cooperative storytelling and, while you can and should lean on the rules, if your gut says something should happen (even if the rules don't necessarily allow for it) go with your gut and figure the rules out later.

Tricks of the Trade

As you run the game, here are some helpful tips to guide you each step of the way:

- Describe things in an evocative way.
- It's okay for the story and characters to be larger than life.
- Allow the players to feel like the heroes of the story (or the villains!)
- Speak to the characters, not to the players.
- Treat all life as being valuable and worth saving.
- Make the stakes apparent and the threats very real.
- Give the characters tangible goals to keep the story moving.
- The villains are smart—let them have contingency plans.
- The villains are also people, humanize them when you can.
- Challenge the players' sense of right and wrong.
- Have fun! Embrace the silly moments alongside the serious moments.

These are all good things to keep in mind when running a game, but how often you integrate these tips depends on your group's needs. As the GM, you know your players and should do whatever allows everyone at your table (including you) to have the best experience.

Safety at the Table

As the GM, it is your responsibility to make sure all of your players are comfortable with what's happening in the game. It can be rewarding to shock and surprise your players during an episode, but it's important to make sure you don't violate their trust in the process.

When you use safety tools like those recommended in the "Session Zero" section, you have the foundation to know what buttons you can press to elicit a reaction without crossing any boundaries. Doing this in a session zero allows everyone to start the game with the same expectations. However, safety tools should be used throughout the duration of a game, not just at the start.

It can be beneficial to do regular check-ins with your group to get feedback about what the players like the most about the game and what things they're less enthusiastic about. This is helpful for you as the GM to lean into the scenes and story beats that best fit your group's wants and

needs. This is also a great time to make sure nobody's answers about the game's content preferences have changed over the course of the game.

Planning an Episode

When preparing for an episode, it's important to leave space for the players to interact with and explore the world around them. For this reason, it's helpful to keep the following in mind about each type of scene:

- An action scene can take anywhere from 30 to 90 minutes, depending on the level of players, the number of opponents, and secondary objectives in the scene (e.g. recovering an artifact or protecting civilians).
- A character scene can take anywhere from 15 to 45 minutes, depending on the amount of information being conveyed, the number of characters involved, and the players' urgency.
- A montage scene can take anywhere from 15 to 60 minutes, depending on the amount of time that passed. Investigation montages can run longer than 60 minutes, if there are more than 3 or 4 rounds.

Until you get a better feel for how your group plays together, it can be helpful to plan for approximately 45 minutes of play for each narrative beat in an episode. Using the sample episode, *Space Metal* (available in the *Paragons: The Roleplaying Game Quick Start Guide* at www.brokendoor.shop/paragons), as an example, there are three narrative beats, which means an episode of Space Metal takes about two and a half hours to play.

Balancing Scenes

As the GM, it's important to find the right balance of different scenes to fit both your game and your table. Some groups may prefer to lean into action scenes, while others might prefer a game with more character scenes and montages. If you think of *Paragons* as a television series, different shows appeal to different audiences and finding the right pacing and mix of scenes to meet your group's needs can take time. Open communication about the group's expectations and what each player enjoyed in an episode can help make this easier.

At minimum, each episode should include opportunities for a character scene and a montage scene, and even if there isn't an action scene, there should be some kind of conflict or catalyst driving the story forward.

Planning a Season

When running a longer game, spanning multiple episodes, you'll be able to tell more intricate stories and incorporate more components from your players' character concepts into the game. Pacing across multiple episodes gives more freedom for the players to shape the story and provides opportunities for you to explore complex plots and organizations.

A great way to structure seasons is to think about it as a series of story arcs spanning multiple episodes. Each arc can include its own villain or set of antagonists, while they all eventually come together to a big, climactic finish. Whether your season has five episodes or fifty, taking the time to explore what motivates the paragons and what sacrifices they're willing to make for the greater good makes longer campaigns memorable.

Running Action Scenes

When planning for action scenes, it's important to think about the strength of your paragons and build your fights in ways to challenge them. Who they are fighting is a big factor in that.

If the characters are fighting low-level antagonists, they will probably win easily unless you give the antagonists a numbers advantage. Depending on how tactical your players are when fighting, adding 1-3 antagonists should be enough to make the encounter interesting without being too challenging.

If the characters are fighting a villain, especially one major to the plot, you may want to reference the "Creating NPCs" section later in this chapter to make sure your villains are strong enough to challenge the paragons. Every villain needs a couple of minions to keep the paragons from being able to focus fire and defeat them too quickly. If you don't want your villain to be defeated the first time the paragons face them, you may want to make them even stronger or save some Story Points to give them a quick escape if the tide turns against them.

Pre-Episode Preparation

To keep the action moving, you may want to make Team Rolls for your NPCs before the episode starts. Optionally, for all NPC dice pools during an action scene, you can choose not to roll and give them a number of successes equal to half their dice pool (rounding up) minus 1. For an attack with a dice pool of 8, you can say the attack has 3 successes to keep things moving.

Describing the Action

It can be hard for players to stay focused during action scenes, especially if the scene is taking a while. To help keep players engaged, try to narrate how things resolve in a cinematic way. For instance, if a player rolls to hit an opponent, it can be helpful to describe how the opponent reacts, what the player sees in the moment before or after making their attack, and how other people in the world respond to seeing villains and heroes fighting in front of them.

Using Maps

For action scenes taking place in an environment where things can be interacted with or used tactically, players may benefit from having a visual representation of the room, like a map. Whether this is a battle map with hex tiles for the characters to navigate or simply a quick drawing for players to use as a reference, being able to see where things are in relation to each other is helpful for some players.

While many fights in an open environment, or with a few simple terrain pieces may not need a map, be sure to still describe the environment and where the characters are in the room to help the players visualize the scene in their minds.

Handling Character Death

Sometimes, if a fight goes poorly, a paragon will die during an episode. This can be a hard thing to run as a GM, because players grow close to their characters and killing a paragon can feel like you did something wrong. As the action scene rages on, it's important to give the fallen paragon a short character scene. Here are a few possible ways to handle this in the moment:

- Give the paragon a chance to say some final words to their teammates.
- Ask the paragon what goes through their mind as they realize the blow is fatal.
- Have the paragon describe an important memory and what it means to them in their final moments.

After the action scene is over, it may be appropriate to give the other paragons a few moments to say their final goodbyes to their fallen friend.

Once the episode is over, take a few minutes with the players to reminisce on the fallen paragon's best moments and check-in with the player. While oftentimes stories end with death, there are ways for paragons to come back from the dead if the player wishes to continue their story, but there's always a cost. Perhaps there's a villain with an experimental medical procedure that resembles necromancy or a powerful god or otherworldly entity offers the paragon's soul a chance to return in exchange for a costly favor. This can be a great tool for you to introduce a new, more dangerous villain or give a powerful enemy a bargaining chip to use against the paragons.

Using Story Points

Story Points act as a plot device for the GM to make sure necessary story events take place. It can also be a way to challenge the players beyond what you may have initially prepared. You start with 1 Story Point per paragon in the game and can spend them throughout the episode. Story Points reset at the start of a new episode. They can be used in one of the following ways:

- Spend 1 Story Point to add a success to a roll.
- Spend 2 Story Points to introduce a consequence from a previous scene in the episode, such as an escaped villain returning, or a poorly treated civilian revealing themselves as the villain.

- Spend 3 Story Points to add a complication to the narrative, such as introducing a new villain to the scene, the arrival of a villain's underlings, or a trap being sprung.

Just like Cool Points are intended to give the players control over the narrative and a chance to shine, Story Points are intended to give you control over the narrative in a way that benefits the entire group. You should try to never use Story Points to negate a player's use of Cool Points.

Two-Player Games

While Paragons is designed to support group play, it is also possible to play with one player and a GM. If you do, you may want to have a GM NPC as a sidekick to help the player character out in a pinch. This could be a childhood friend who acts as their "guy in the chair" or a rival hero.

You can use the information in the "Creating NPCs" section later in this chapter to assist in making villains the same strength as your player's paragon. Without multiple player characters, combat might take longer to resolve, so it is even more important to provide alternate win conditions and ways for the action scene to resolve quicker if things start to drag on. Remember, action scenes can end with someone running away or surrendering, rather than going until someone is knocked out.

GM Toolkit

Sometimes when you're running a game, it's nice to have a random table to reference or a pre-written adventure to get you started. This section helps you fill your world with heroes, villains, and intrigue!

Villain Name Generator

Roll 2d6, where the first result is your villain's honorific and the second result is their name.

1	Mister
2	Madam
3	Doctor
4	Professor
5	The
6	Master

1	Malevolence
2	Sinister
3	Pain
4	Riot
5	Calamity
6	Wicked

Hero Name Generator

Roll 2d6, where the first result is your hero's honorific and the second result is their name.

1	Captain
2	Mr.
3	Ms.
4	Professor
5	Blue
6	Red

1	Lightning
2	Destiny
3	Sensation
4	Cobra
5	Grasshopper
6	Dynamo

Creating NPCs

Creating a compelling villain is one of the simplest ways to drive the story forward in an episode of *Paragons*. Players can face-off against villains, groups of antagonists, or even rival heroes, but their plans and actions serve as a catalyst to move the story forward. This gives tangible goals to the player, or it can serve as a backdrop for lesser missions the characters go on, leaving clues as to who the true villain is until the full plan is eventually revealed.

Villainous Abilities

Consider creating custom abilities and talents for your villains to make them really memorable. Here are some samples that you can use:

- Once per action scene, the villain can drain 1d6 Cool Points from their opponents, adding that many successes to their next attack roll.
- Attack rolls using the villain's preferred means of fighting (ie. handguns or element control) gain a number of automatic successes equal to the villain's power rating.
- The villain can mimic the abilities of the last paragon they came in contact with, allowing them to temporarily benefit from that character's abilities.
- Once per turn, the villain can summon an underling to aid them during an action scene.

Power

Paragons gives NPCs a different power rating based on how they stack up compared to the paragons. Here's what the different power levels mean:

Power	Difficulty
0	Not a threat. Any level 1 paragon should easily defeat this NPC.
1	Comparable to one level 1 paragon. Might have one or two abilities.
2	Comparable to a level 2 paragon. Should be challenging for a level 1 paragon to fight.
3	Comparable to a level 3 paragon. Should be challenging for a level 2 paragon to fight.
4	Comparable to a level 4 paragon. Should be challenging for a level 3 paragon to fight.
5	Comparable to a level 5 paragon. Should be challenging for a level 4 paragon to fight.
6	Comparable to a level 6 paragon. Should be challenging for a level 5 paragon to fight.
7	Stronger than any individual paragon. Should be a good challenge for a team of three to four level 4-5 paragons.

NPCs don't have to follow the rules for character creation. Here are guidelines to help create NPCs for each power rating if you don't want to go through the character creation process in Chapter 3:

Power 0

Dice Pool Maximum: 4d6

Max Stat Total: 12

Max Will + Resist Total: 8

Ability + Gear Total: 0

Power 1

Dice Pool Maximum: 8d6

Max Stat Total: 16

Max Will + Resist Total: 12

Ability + Gear Total: 1

Power 2

Dice Pool Maximum: 10d6

Max Stat Total: 20

Max Will + Resist Total: 20

Ability + Gear Total: 2

Power 3

Dice Pool Maximum: 12d6

Max Stat Total: 22

Max Will + Resist Total: 28

Ability + Gear Total: 3

Power 4

Dice Pool Maximum: 15d6

Max Stat Total: 26

Max Will + Resist Total: 35

Ability + Gear Total: 3

Power 5

Dice Pool Maximum: 20d6

Max Stat Total: 30

Max Will + Resist Total: 40

Ability + Gear Total: 4

Power 6

Dice Pool Maximum: 25d6

Max Stat Total: 32

Max Will + Resist Total: 50

Ability + Gear Total: 5

Power 7

Dice Pool Maximum: 30d6

Max Stat Total: 36

Max Will + Resist Total: 60

Ability + Gear Total: 6

The above guide sets a ballpark range for what the stats of an NPC of each power rating might look like, but it is just that - a guide. Stats can and should vary among NPCs, so in most scenarios you should use your best judgment to determine which power rating is appropriate.

Balancing Power: Specialized Fighting Styles

NPCs whose abilities focus either primarily on enhancing their offensive or defensive power are more difficult to find a suitable power rating for. For instance, if you create an NPC with a dice pool of 20 to make attacks, but only a Will + Resist total of 25, they could theoretically have a power

rating of 3 or 5. In scenarios like this, it is safest to give them a power rating of 4 and remember that in a fight by themselves, they will die quickly, but if surrounded by allies, they might wreak havoc on a team of level 3 or 4 paragons.

If you have accidentally created an NPC like this, feel free to adjust their stats to make it easier to calculate a power rating. Alternatively, if you are preparing a team of villains or NPCs, let them balance each other out, by having one villain with a high dice pool maximum but low Will and Resist scores and another with a low dice pool maximum and high Will and Resist scores. As a team, they balance each other out, and tactically, the more defensive NPC will protect the more offensively dangerous one, leading to a more interesting action scene.

If your villain is a regular human and does not have abilities, they are one power rating lower than their stats would make them. For example, a human villain with a Dice Pool Maximum of 9 is probably relying on their Gear for their dice pools, but won't benefit from using abilities, making them a level 1 villain.

When planning an action scene, a balanced fight will have the cumulative power rating of villains be equal to the cumulative character level of the paragons in the scene. To make the action scene more challenging, give the villains a higher cumulative power rating than the paragons. If you're using level 0 villains, start with two level 0 villains for 1 paragon and add an additional level 0 villain per paragon in the scene. Each team of paragons is different, and some may be less inclined towards combat than others, so be sure to balance an action scene for your players' characters.

Traits

Similar to a paragon's concept, most NPCs have at least one of each of three core traits that inform their actions: an agenda, a motive, and a flaw. While the sample traits below are written with villains in mind, all your NPCs would benefit from having them to provide each character with depth beyond wanting to simply help or hinder your paragons.

Agendas

A villain's agenda is their goal—what do they want to achieve? Their agenda informs their actions and plans to try and accomplish it. It may be helpful to think in terms of objectives and goals. Here are some sample agendas a villain might have:

1	*Objective:* Build an evil lair on the moon *Goals:* 1. Steal Construction Materials 2. Build a Spaceship
2	*Objective:* Overthrow the city government *Goals:* 1. Kidnap the Mayor 2. Dismantle the Police 3. Isolate the City from the Outside World
3	*Objective:* Build a powerful super-weapon *Goals:* 1. Hire or Kidnap Scientists 2. Acquire Materials Needed to Develop the Weapon
4	*Objective:* Rule a Country *Goals:* 1. Bankrupt the Government 2. Buy out Defaulted Loans 3. Claim the Throne
5	*Objective:* Frame a rival hero or villain *Goals:* 1. Plant Evidence 2. Commit Crimes Leading Back to Rival
6	*Objective:* Defeat a Hero *Goals:* 1. Kidnap the Hero's Loved One 2. Lay an Ambush 3. Capture or Kill the Hero

Motives

A villain's motive drives them—it's the reason why their agenda is so important to them. Ideally, their motive humanizes them or is something that the paragons could relate to. Here are some sample motives that a villain might have:

Their motive is...

1	To seek revenge against someone who hurt them in the past.
2	To make the world a better place (at least in their mind).
3	To gain redemption for a past failure they are ashamed of.

4	To fulfill a promise made to a now-deceased loved one.
5	Driven by insecurity, loneliness, or fear of a worst case scenario.
6	To repay a debt to someone they feel they owe.

Flaws

A villain's flaw is a weakness that can potentially be used to defeat them. It can also create an opening for them to be reasoned with or even saved. Here are some sample flaws that a villain might have:

1	Their actions are driven by strong emotions.
2	They are not willing to let things go, making them stubborn and inflexible.
3	They can be easily baited into making a tactical error.
4	They overthink everything, causing them to make simple mistakes.
5	They are weak to a certain type of material or attack.
6	Their powers can be taken away or negated somehow.

Sample Hooks

If you need inspiration to get your own story started, here are some example narratives and some thought-provoking questions you can use or modify for your table.

The MacGuffin

Local government officials are stumped by the sudden appearance of what is clearly an extraterrestrial artifact. What makes your party of characters qualified to investigate it? Who or what is behind the appearance of this artifact? What villains are also interested in it?

A Bigger Plot

While stumbling across a bank robbery, a bigger plot is revealed: the thieves are minions for a new villain in town who has flown under the radar thus far. The money is intended to fund the next step of their evil plan. What nefarious thing is so expensive they need to rob a bank? How far along is the plot?

A Trail of Breadcrumbs

A string of smaller crimes have been committed by a group with a strange calling card or matching outfits. What are the different things they've stolen and what is the larger plot they play into? Who is the ringleader? Is there a team of villains combining their powers and plans?

A New Discovery

The characters receive word of a groundbreaking scientific advance. Shortly after the discovery was made, the scientist behind it went missing. What was the discovery and why is it important? Why did the scientist go missing? Are there larger forces at play? If so, who are they and what do they hope to gain?

APPENDIX A: NPCS

These nonplayer characters (NPCs) serve as an example for how to create opponents for your players to face (or allies, to assist them!). Feel free to use the examples here or create your own characters using the "Creating NPCs" section in Chapter 5: Running the Game. When creating your own NPCs, it is helpful to focus on a handful of key abilities and attacks that they use, even if they are powerful combatants, in order to keep it easy for you to manage them in action scenes.

Here are some stat blocks of antagonists, creatures, and Paragon for you to use or modify for your own episodes.These stat blocks are split into three groups: **Antagonists** are the equivalent of henchmen or very minor villains, who often fight in groups or work for another, more powerful villain. For paragons with the Shapeshifter ability, a selection of **Creatures** is available. **Heroes** could be a rival group of "good guys", allies, or even foes in some scenarios. They are intended as established characters in the world of Paragons to help populate it. **Villains**, whether minor or major, are intended as opponents that the characters can defeat. They have evil machinations and must be stopped.

Antagonists

Armed Burglar — Power 0

"Gimme' all your money."

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	3	2	2	2	3	5

Attack Moves

Knife (Melee): 5 (Physique 3 + Gear 2)

Gun (Ranged): 5 (Finesse 3 + Gear 2)

Evil Scientist — Power 0

By performing unethical tests, they hope to develop a powerful new weapon.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	2	1	4	3	2	6

Attack Moves

Gun (Ranged): 4 (Finesse 2 + Gear 2)

Hacker — Power 0

Bypassing firewalls and stealing your data like its candy.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	2	3	5	2	4	7

Attack Moves

Gun (Ranged): 4 (Finesse 2 + Gear 2)

Hired Muscle — Power 1

When you want someone roughed up, you better pay up.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
5	4	4	2	1	5	7

Attack Moves

Unarmed (Melee): 5 (Physique 4)

Gun (Ranged): 6 (Finesse 4 + Gear 2)

Planar Invader — Power 4

Stepping through interdimensional portals for glory.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	4	7	8	5	11	19

Abilities

Detereminded Resistance, Telepathy,

Warp: Once per round, in response to being hit by a melee attack, you disappear through a portal and instantly reappear in a new location within Far range.

Attack Moves

Psychic Projectile (Ranged): 12 (Finesse 4 + Acuity 8)

Soul Blade (Melee): 6 (Finesse 4 + Gear 3)

Robot Assassin — Power 2

01. COMMAND: KILL

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
4	5	3	3	1	5	7

Abilities

Sharpshooter, Technologist

Attack Moves

Hidden Blade (Melee): 7 (Finesse 5 + Gear 2)

Laser (Ranged): 9 (Finesse 5 + Sharpshooter 2 + Gear 2)

Security Drone — Power 1

Programmed to prevent anyone without security clearance from entering a restricted area.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	4	4	4	1	5	7

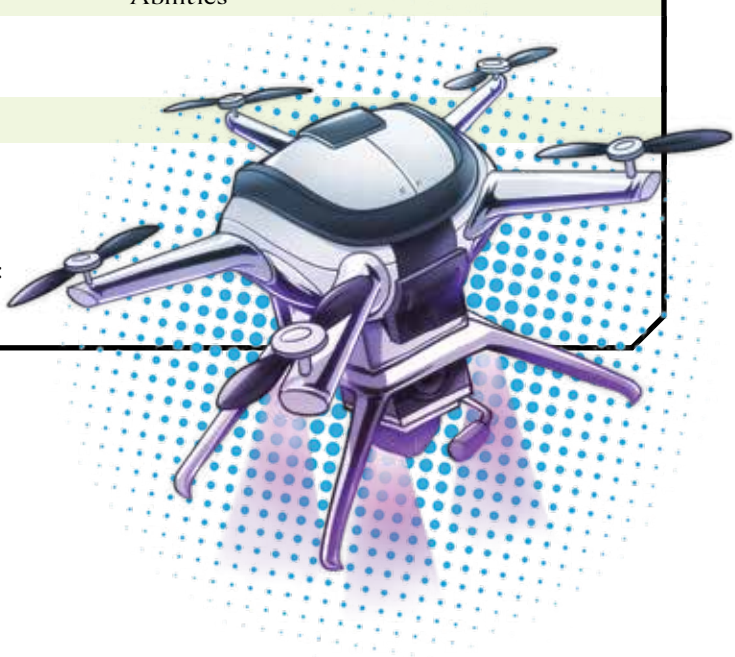
Abilities

Fly

Attack Moves

Slam Attack (Melee): 5 (Physique 4 + Gear 2)

Laser Attack (Ranged): 6 (Finesse 4 + Gear 2)



Vampire — Power 3

A hunter that stalks prey in the night and feeds on the blood of innocents.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
6	3	5	4	2	8	10

Abilities

Cloaking, Powerful Blows, Speedster

Bloodsucker: When you hit a target with a bite attack, you regain one Will per success.

Attack Moves

Bite (Melee): 7 (Physique 6 + Speedster 1)

Slam (Melee): 9 (Physique 6 + Powerful Blows 2 + Speedster 1)

Zombie — Power 1

A shambling undead creature that is relatively weak, but dangerous in groups.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
4	2	3	1	1	4	5

Abilities

Undead: When this creature is knocked out, make a Stamina roll. On a success, it regains 1 Will. Creatures killed by a zombie become zombie versions of themselves after 24 hours.

Attack Moves

Bite (Melee): 4 (Physique)

Creatures

Bear — Power 1

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
5	2	4	1	1	5	7

Abilities

Heavy Hitter

Attack Moves

Bite (Melee): 6 (Physique 5 + Heavy Hitter 1)

Claw (Melee): 6 (Physique 5 + Heavy Hitter 1)

Cat — Power 0

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
1	3	1	3	2	1	2

Attack Moves

Bite (Melee): 1 (Physique 1)

Claw (Melee): 3 (Finesse 2)

Eagle — Power 0

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	4	2	2	2	3	6

Abilities

Fly

Attack Moves

Claw (Melee): 4 (Finesse 4)

Mouse — Power 0

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
1	3	1	2	3	1	2

Abilities

Squek: deals no damage, but it's cute.

Rhino — Power 1

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
4	2	3	2	1	4	6

Abilities

Heavy Hitter

Attack Moves

Trample (Melee): 5 (Physique 5 + Heavy Hitter 1)

Snake — Power 0

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	3	1	3	1	1	3

Abilities

Constricted: If a target is successfully hit by the snake's Constrict attack, the target must succeed on a Physique Resist roll to use their movement on their turn.

Attack Moves

Bite (Melee): 3 (Finesse 3)

Constrict (Melee): 2 (Physique 2)

Wolf — Power 0

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	2	3	2	2	4	6

Attack Moves

Bite (Melee): 3 (Physique 3)

Claw (Melee): 3 (Physique 3)

Heros

Baker's Dozen (aka Ollie Ovenheart) — Power 1

A food chemist with alchemical powers based in magic, Ollie's edible creations give whoever eats them enhanced abilities for an hour after being consumed. Working strictly as a non-combatant, Baker's Dozen provides paragons with an edge before their most dangerous missions.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	3	5	6	4	6	8

Abilities

Alchemical Infusion: Using rare and powerful ingredients imbued with magic, you can spend an hour to imbue an object with a Talent, Ability, or Stat boost that lasts for 1 hour.

Sample Creations:

Honeycomb Loaf: A sweet, light bread that grants a temporary increase to your Finesse stat by 1.

Molten Lava Cake: A delicious chocolatey dessert that enhances fire-based abilities, adding an additional 1d6 to any dice pool using that ability.

Restoring Raspberry Mousse: A tart and sweet treat that restores 1d6 Will.

Ironclad (aka Delroy Katar) — Power 4

Physically imposing with a heart of gold, Delroy uses his powers to protect others by drawing the attention of dangerous villains, buying time for other paragons to formulate a plan and save the day.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
8	5	7	4	3	10	20

Abilities

Sharpshooter, Survivor, Thick Skin, and Weapons Expert.

Attack Moves

Gauntlet Strike (Melee): 10 (Physique 8 + Gear 2)

Heavy Gatling Gun (Ranged): 12 (Finesse 5 + Gear 3 + Sharpshooter 2 + Weapons Expert 2)

Justyce (aka Amanda Fra) — Power 3

A big city lawyer by day, Amanda found that the law can't help some people, so she takes justice into her own hands by night. She is one of the few rare paragons who earned her powers from The Crucible.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
4	6	3	4	4	6	16

Abilities

Determined Resistance, Phasing, Manifestation, and Thick Skin.

Attack Moves

Manifested Bullet (Ranged): 8 (Finesse 6 + Gear 2)

Mimik (aka John Doe) — Varies

An anti-hero with a need to prove themselves at every turn, Mimik can emulate other superhuman abilities for a short time. Motivated by selfish ambition, their allegiances change frequently, depending on what benefits them the most.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	4	3	6	4	5	8

Abilities

Shapeshifter.

Copycat: Each day you can copy and use a number of abilities and talents that you observe another person using equal to your Acuity stat.

Attack Moves

Claw Strike (Melee): 5 (Finesse 4 + Gear (Shapeshifter Claws) 1)

Ms. Marbles (Hunter) — Power 1

An up-and-coming hero equipped with her bag of marbles, she fights villains with her precise aim and cleverness.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
1	4	3	4	2	4	5

Abilities

Sharpshooter

Gear

Bag of Marbles (Heroic Artifact)

Attack Moves

Marbles (Ranged): 7 (Finesse 4 + Gear 2 + Sharpshooter 1)

Marble Bag (Melee): 3 (Physique 1 + Gear 2)

OpCon (aka Anand Sundarajan Jeyasingh) — Power 2

Formerly an engineer for a multi-industrial tech corporation, Anand didn't like how his work was being used by the company. Taking matters into his own hands, he took some of his experimental inventions for a field demonstration and The Alliance offered him a job to create new tech and gear to help paragons on the spot.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	2	3	7	4	5	10

Abilities

Genius Invention (Integrated Force Control Armor - IFCA), Genius Invention (Integrated Modular Fire Control - IMFC) and Technologist.

Attack Moves

IFCA Strike (Melee): 8 (Acuity 7 + Gear 1)

IMFC-Rifle (Ranged): 9 (Acuity 7 + Gear 2)

IMFC-Sidearm (Ranged): 9 (Acuity 7 + Gear 2)

Psychic Sentinel (Strategist) — Power 1

A keen hero who uses his mental powers to help lead the team from a safe distance.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
1	3	2	5	3	3	6

Abilities

Telekinesis, Telepathy

Attack Moves

Psychic Blast (Ranged): 5 (Acuity 5)

Telekinetic Slam (Ranged): 5 (Acuity 5)

Paragon — Power 6

The most iconic superhero in this universe, his face is the face of good. While he might be impressively powerful, he can only be in one place at a time.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
8*	4	9	3	4	14	48

Abilities

Destructive Blows, Fly, Speedster (Add 1d6 to attacks after moving in a straight line)

Gear

* Herculean Bracers.

Attack Moves

Unarmed (Melee): 14 (Physique 8 + Destructive Blows 5 + Gear 2)

Herculean Bracers

Simple bronze bracers that mold to fit the wearer's arms. These bracers grant the wearer Herculean strength. Your Physique stat is increased to 8.

The Crimson Phoenix (aka Tek Kaine) — Power 2

A semi-retired hero with an independent streak, The Crimson Phoenix operates as an intelligence agent after the team he previously led was framed and branded villains. He and his team went underground, gathering information and occasionally performing dirty work for paragons with a public image to protect.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	5	4	5	6	6	13

Abilities

Determined Resistance, Technologist, and Weapons Expert

Attack Moves

Gun (Ranged): 9 (Finesse 5 + Gear 2 + Weapon Expert 2)

Villains

Cruel Cardinal (aka Micah Ferdinand) — Power 3

A former priest whose fanatical beliefs caused him to be kicked out of the church. He now runs a cult with the core belief that paragons are demons in the flesh. His followers actively hunt paragons, not knowing that he himself has powers.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	5	4	5	6	6	13

Abilities

Determined Resistance, Technologist, and Weapons Expert

Attack Moves

Gun (Ranged): 9 (Finesse 5 + Gear 2 + Weapon Expert 2)

Telepathic Slam (Ranged): 8 (Presence 8)

Flute Fiend (aka Laura Urvine) — Power 4

A former member of the Buffalo Philharmonic Orchestra, Laura's car was hit by a meteorite containing a magical flute granting her powers of control over humans and robots alike. She keeps a quartet of drones equipped with sonic weapons with her at all times.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	3	5	5	7	9	8

Abilities

Empowered Artifact (Magic Flute), Energy Control (Sound Waves), and Psychic Influence.

Attack Moves

Sonic Melody (Ranged): 9 (Presence 7 + Empowered Artifact 2)

Sonic Drone (Ranged): 9 (Presence 7 + Gear (Drone) 2)

Magic Flute

This ornate flute fell from space and grants its wielder the power to control people and robots. Music played with the flute is pleasing to all who hear it.

Sound Waver (aka Corgin Matsui) — Power 1

After witnessing his best friend's death, Corgin used his ability to control sound waves to get revenge. Now he uses his powers to take from others for a sense of control in his life, even as he doesn't fully understand his powers yet.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
1	2	4	3	5	6	5

Abilities

Energy Control (Sound waves) and Manifestation.

Attack Moves

Sonic Blast (Ranged): 7 (Presence 5 + Energy Control Specialist 2)

The Glitch (aka Adam Cartwright) — Power 3

The leader of a street-level gang, The Glitch uses his super-human intelligence, mind-reading, and technology skills to hack into government databases and delete evidence of his criminal activity.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
3	4	4	7	5	7	17

Abilities

Determined Resistance, Technologist, Telepathy.

Gear

Telepathic Crown

Attack Moves

Gun (Ranged): 6 (Finesse 4 + Gear 2)

Telepathic Attack (Ranged): 9 (Acuity 7 + Gear 2)

Telepathic Crown

When using this gear, add 2d6 to all dice pools using Telepathy.

Thomas Wilson — Power 1

A cunning politician who uses money and influence to accomplish his goals. He always has private security nearby.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
2	4	2	4	6	5	6

Attack Moves

Gun (Ranged): 6 (Finesse 4 + Gear 2)

Wild Knight (aka Randall Keene) — Power 3

An ardent protector of the environment, most people agree that Wild Knight is probably just a little misguided, but his actions have led to him being labeled as an "ecoterrorist". He's prone to outbursts of anger and overreactions, which have led to significant damages in the past.

Stats

Phy	Fin	Sta	Acu	Pre	Will	Resist
4	6	6	5	3	9	13

Abilities

Technologist, Thick Skin, and Weapons Expert.

Attack Moves

Gun (Ranged): 10 (Finesse 6 + Gear 2 + Weapons Expert 2)

Appendix B: Unique Gear

Having the right piece of equipment can make a character concept come together. Whether it's about aesthetics or finding the right mixture of abilities and talents, here is some gear to consider adding to your game as rewards for successful missions, loot in a villain's lair, or something a distinguished British gentleman offers to help you with a mission, should you choose to accept it.

Achilles's Ring

This simple, iron ring allows the wearer to designate a single place on the exterior of their body as their weak point. If hit anywhere else on their body, they are invulnerable and don't take any damage to their Will or Resist score. If the character takes a single point of damage to their weak point, they are immediately **knocked out** and the ring loses its powers for 100 years, leaving them vulnerable.

Fatestitcher Deck

A magically infused tarot deck rumored to be stolen from the Fates themselves. Any character that draws a card is granted a prophetic glimpse into the future. This can take any form the GM chooses, including a dream, a line of prophetic poetry or a gut feeling.

Herculean Bracers

Simple bronze bracers that mold to fit the wearer's arms. These bracers grant the wearer Herculean strength. Your Physique stat is increased to 8.

Marathon Boots

This worn-in pair of boots grants the wearer the benefits of the Speedster ability and increases their Stamina stat by 1 while worn.

Solomon's Scepter

A sturdy rod with the crest of Solomon emblazoned on it. When wielding it, your Acuity stat is increased to 8.

Telepathic Crown

Prerequisite: Telepathy

An ornate crown that enhances telepathic abilities. Add 2d6 to any roll when trying to read or influence another character's mind..

Unobtainium Javelin

Forged from a rare metal with unique properties, this javelin cannot be broken or damaged. All attack rolls using it have 3d6 gear dice and one automatic success.

Achille's Ring

Telepathic Crown